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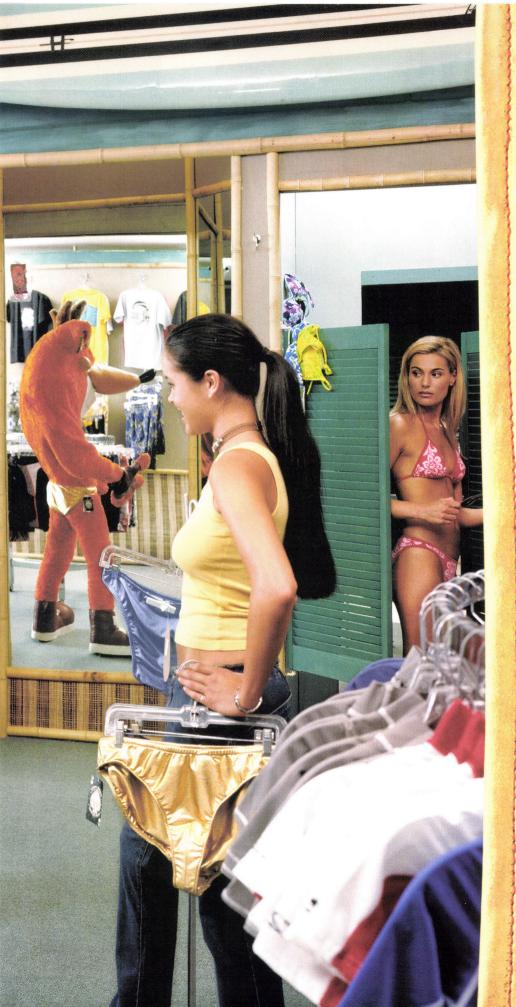


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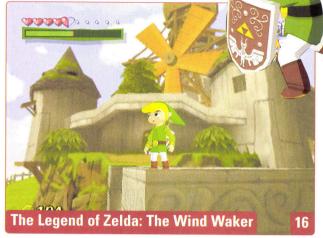
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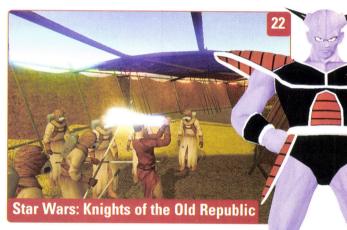


http://tsugumo.swoo.net/ A big thanks goes out to Jeff Hangartne for all the pixel art he created in this issue. Check out his website!











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GAME BOY ADVANCE

BAN DAI

LINKABLE! HEAD-to-HEAD acti

EDITOR'S NOTE

What the holy, hoppin' freak-out happened to GameNOW? It got this whole, like, redesign. I swear, I had nothing to do with it. Phil??!!

But, hey, it looks pretty teh-awesome. It's cleaner, livelier, and more colorful than ever. The screenshots are bigger and better. And it has these cool little sidebar icons. Gosh, but it does look

good. Andrew and Nicole, GameNOWs art team, did an amazing job.

We hope you all like GameNOWs new look C'mon, be honest-vou know you do! It's the same, fun monthly adventure you've always loved, with a little nip and tuck (but please stop us when we start wearing facemasks).

VALLAS AND MAZUREK KNOW STRATEGY:

GameNOW is No. 1 in game tips and strategy (at least alphabetically). Why? Because we find the best talent to do our quides. In this

issue, please give it up for Mike Vallas and Jim Mazurek. They created the absolutely extraordinary GTA: Vice City strategy guide. Read through it. Your life will change, just as ours have.

Expect more Vallas/Mazurek originals in future issues. And be sure to check out their challenge at the end of the guide (page 77). You could win some tight

GTA: VC merchandise from Rockstar, That is, if you're goodz enuff.

SPECIAL THANKS: While I'm hanging around the gush fountain, I'd like to make a quick shout-out to the fine folks at Prima Games for their help in supplying fine strategies. This issue, marvel at the Dragon Ball Z and Splinter Cell quides. Kamehameha!

> ZELDA'S COMING Ethan's been playing Link's next great adventure. Check out the Gallery for an awesome prelim look.

> > -Tom Nook

MEET THE EDITORS



TOM BYRON Editor-in-Chief Now that Sushi-X is on staff, Tom realizes that if the GameNOW editors really were to get into a fight, Sushi would win. The goat wouldn't stand a chance. Dumb goat.



Ignore the rayings of this fool! I have

returned, and from now on, I will control

shadows! These weak-willed wretches will

soon know the true meaning of strength!

the workings of this magazine from the

CARRIE SHEPHERD Managing Editor Carrie talks a good game, but she actually prefers nonviolent methods of defeating enemies. Weapon of choice: a net. It's not so great in Vice City, but she prefers catching monkeys



PHIL THEOBALD annoyed with Phil. If only Phil would quit saying how weak Sushi is compared to such videogame ninjas as Goemon and Kid Niki: Radical Ninja



ETHAN EINHORN Previews Editor He's gotten a lot of heat for saying it, but yes, Ethan still thinks Shenmue II is the best game of 2002. Not even Metroid Prime or Vice City could top it, but it looks like the new Zelda might....



SUSHI-X Editor After a long hiatus in which he traveled to places beyond imagination and battled forces too foul for words, Sushi-X is back and has made GameNOW his permanent home. Rejoice in his true, ultimate power.



MIGUEL LOPEZ Strategy Editor wants to remind you all that reading is important. your vitamins, it's the best way to ensure future success in life. Ninjas read, too.



ANDREW BURWELL Senior Art Director Doesn't this picture melt your heart? Could he be any cuter? Those soulful eyes and charming little smile (note the sparkling white teeth)? Now, if we got Andrew out of the picture, this would be cover material.



NICOLE TANNER Associate Art Director Nicole is stoked she finally caught a bee in *Animal* Crossing after months of more bugs to catch before the den net will be hers!



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LETTER OF THE MONTH



ONE REALLY SATISFIED CUSTOMER

Dear GameNOW,

which system to buy this year, an Xbox or a Nintendo GameCube. I realized I wanted more games that are on GameCube, so I took a trip to Wai-Mart to buy one and

I bought Resident Evil, Animal Crossing, Luigi's Mansion, Sonic Adventure 2 Battle, and Super Mario Sunshine. I also bought a Wavebird controller. After I took it all home, I started Animal Crossing. In spite of Tom Nook, I just could not believe how much fun I was having. I haven't felt so simply amazed, dumbfounded, and lunk-knobbed at how much fun I had, and I had just started my games! The graphics on GC are amazing. I think its capabilities

might be superior to PS2's. Look at the character models in Resident Evil—practically perfect in their representation of real life. Now, character models on PS2—some of them look a little blocky and jaggy. I'm not dissing PS2; I own one and I

As you can tell, I am extremely satisfied with my system. I will also try my best to get all the Shines in *Super Mario Sunshine*.

Michelle Fletcher

First off, Michelle, you must be hella rich. That's a pretty pricey trip to Wal-Mart. Second: Animal Crossing equals Best. Game. Ever. Seriously. And GameCube is way better graphically than PS2. But what's important is the games. It sounds like you bought a system the right way: by picking the one that had the games you wanted. All you fanboys out there, take a lesson from this! More loving your games, less bashing other systems!

DUMBASS BASH

Dear GameNOW, That kid Kris Rinay is the biggest dumbass I've ever read about (Letter of the Month, "Bass Bash," GN14). And you pathetic people are no better. That kid made up the dumbest *#%\$. First of all, no singer is doing voices for characters in Kingdom Hearts, and that kid is

obviously a dumbass for saving so. What happened is, Disney is putting out a sound track for a collection of its past songs. The company had asked superstars like *NSvnc and Mandy Moore to record a couple songs for the CD. Kris should leave beautiful singers like Lance Bass alone! That kid's a #@!@\$% moron!

Message to Kris: Get a @#\$%!% life! GameNOW, thank you for printing this letter.

> Lance Bass' sweetest fan, Meghann LeClair St. Petersburg, FL

Whoa! Hold on a second there, Little Suzie Potty Mouth. You might want to do a little research before you go around calling people bad names. You may be right about the excessively untalented Lance Bass' work on some Disney soundtrack, but he did indeed voice Sephiroth in Kingdom Hearts. How do we know? Well, first of all, we're a videogame magazine, so we asked Square to confirm Lance's voice work. You know...the company that made the game? If you need to see for yourself, however, feel free to consult the game manual. Right in the back of it, you'll see a list of the voice actors. Sure 'nuff, there's Mandy Moore and girly little Lance Bass listed as providing the voices for Aerith and Sephiroth, respectively. So, there you go, Lance Bass' most uninformed fan. Kris Rinay is not a #@!@\$% moron, we're not pathetic, and you kinda look like, well, a dumbass. Hey, thanks for writing!

SWEET HEARTS

Dear GameNOW. Could Kingdom Hearts be much sweeter? The story line is great, the characters are sweet,

and it has Cloud. But do you know if there will be a sequel? It would be so cool: You could have Riku, Leon, Yuffie, Cloud. and Cid in your party and go to places like Zanarkand. You could play blitzball, and the main bad guy could be SIN or Sephiroth.

I'm also sick and tired of people thinking that KH is a little kid's game. Come on-it's the best game I've played in a while. I think people should just lay off.

MMA Upton, MA

Any time you've got Disney characters, there's a kiddie association. That's just the way it is. But KH is a great game, nevertheless. As for a sequel, we bet there will be one, but nothing's been announced. Let's just hope that if there is a sequel, Square doesn't hire the awful and totally lame Lance Bass to voice any characters. He totally sucks. Like, totally. Any dumbass knows that, right Meghann?

GAMECUBE DEMOS

Dear GameNOW. In Issue 12, there was a letter asking why there was not a demo disc packaged with your magazine. You answered, "Only 'official' system magazines can offer demo discs." Is there an official GameCube magazine? Does it offer a demo disc? Are there GameCube discs similar to the Jampack PlayStation 2 discs available? If so, where can I find them? Thank you for your time.

Jake Wierengo Ravenna, MI

Yo Jake, Nintendo may do an official mag, but we'll be damned if we're gonna tell you about it! Seriously, though, Nintendo hasn't done any demo discs in magazines or otherwise, although the company did recently put out a DVD that featured demo videos, but wouldn't play on GameCube (of course). We watched it on our PS2.... Oh, the irony!

VIVA THE FFVIII PIC!

Dear GameNOW, I have been a reader of the mag since it was EGM2. Why change? The others were great, but this one bites. There are some good parts to your mag, but I think you should put in more codes, game reviews, and letters. Please put the FFVIII pic on a full page, or even make it a poster, cuz it rocks!

> Kris LaFrance Mesa, AZ

Keep reading...

Dear GameNOW,

I have been with you guys ever since you took your first baby steps as Expert Gamer, I must say, I love the magazine. But I am so sick and tired of people bagging on the Final Fantasy VIII picture. I think you should continue to post that picture for the rest of your magazine's years. You should also send a big 3-foot by 5-foot poster of the picture to everyone who has bagged on it in the past. Heck, put a poster of it in the magazine just to make them mad. Also, I think that Andrew (Letters, "FF1,000,000,000, GN13) needs to shut up when he says that Final Fantasy should end. It is the best series



on PlayStation. Also, please do not stop making fun of people. It makes the magazine great. Well, keep up the good work.

Mark Weiss Mhwjr16@aol.com

Everyone loves that old FFVIII picture. We never get letters complaining about it, only praise for our lazy repetition. May it live on. Oh, and Kris, we are adding more codes, so don't get your knickers in a twist

JAPAN=WEIRD

Dear GameNOW, I check out the Japan Top Ten list in just about every mag that has one. Why is Grand Theft Auto III not on the list? Do people in Japan just not like it? Maybe Rockstar Games should make a Japanese version for them, because everyone has to feel the fun of having a baseball bat and beating someone's head in—even the Japanese Rockstar Games, just forget about the war. It's over; we won. And your mag rocks, just like Rockstar Games. I can't wait to play Vice City, and the next GTA and the next, until I die of arthritis.

> Chris Leach Toledo, Ohio

Can you really die of arthritis? Anyhoo, it's probably not lingering hostility over World War II that's keeping GTA3 off the charts in Japan. Tastes just differ in different countries. There's probably some Chris Leach-type guy in Kamakura right now, wondering why horse-racing simulators never chart in the United States....

DOWN FOR THE COUNT

Dear GameNOW, Why is it that your mag, no matter how many new editors you get, doesn't ever have more substance? You have awesome strategies and cool reviews, but I think the problem is previews. You don't have nearly as much as the other mags. The average amount of pages in your mag is about 115. 115 pages for the big consoles and now PC, too? My Official Xbox Magazine has about 190 pages about all the Xbox stuff.

P.S. You can go ahead and zing me—it's funny and I couldn't care less.

> Name withheld improvise123@netzero.net

We were going to zing you, but then we figured that you were such a coward and didn't give us your name, so you'd probably start crying like a little girl if we did. As for the mag, it's not the size, it's the number of editorial pages (as opposed to advertisements), and we beat most mags in that department, so you're actually getting more for your buck with GameNOW most of the time. Do an experiment and count how many pages in each magazine are ads. GameNOW has 90 pages of REAL content this month. No fluff. Check out those strategy guides, jam-packed with meaty info. You don't get that anywhere else. We rule

DON'T EVER CHANGE

Dear GameNOW, I am writing to say that I love your magazine. I have subscribed for four years now, and I love what you have done.



When I read my latest issue, I was stunned to read that the editorial crew was leaving. I was shocked when Andy and Slim left, but now the entire editorial crew that brought me so many laughs is leaving.

I took the poll posted in the last magazine, and a lot that seems to whisper change is coming to the magazine. I truly hope not. I liked the editors. They were great, informative, and witty (shame on you people who thought they were idiots by being sarcastic). I am going to miss the magazine now that it's going to be under new reigns. I say you people should keep it the same, even if the editors are gone. You do not need fancy things to keep the magazine good—all you need to do is keep the jokes and wisecracks rolling, and you'll still have me as a reader.

Ryan Wobber Scotts Valley, CA

Ryan, not to get all mushy on you, but what makes GameNOW so good is the reader community, not the particular gang of idiots writing the thing. And, before you go wandering out on Route 17 during rush hour, holding Expert Gamer #1 and a single rose, rest assured, we're not going to mess with the good parts of the mag. Even if we tried, Phil and Ethan would stop us....

LIVING IN THE PAST

Dear GameNOW,

I have some questions and comments. First of all, your mag rocks! I also think it's funny how you make fun of some of the people who write in. I've also been wondering: Why don't you review or give codes for N64 or PlayStation anymore? I mean, it's not like no one plays them. Also, why don't you people ever get on AOL? Sure, it's not very interesting to talk to Phil (ha ha!), but I just thought it would be cool to talk to you.

P.S. Hey Phil, have fun drinking your urine, but I still prefer coffee.

> Travis Wilber Shiremanstown, PA

AOL? PlayStation? Travis, you are so 1996. Please. These days, we use a little something we like to call "the Internet." Although we editors are usually too busy to chat a lot (it's not easy trying to play all these games, but someone has to...), we do respond on the message boards at Gamers.com pretty frequently.

As for the codes, there aren't too many new codes or games for PS1 and N64, which is why our coverage is light there-but check out Tricks Now in this issue, and you'll see a slew of PS1 codes for you old-school-or financially challenged-types.

ORE THAN MAD

POSTED ON: 12/03/02

The Austin Powers in Goldmember Infinifilm DVD does NOT work on my PS2!!!!!! Other DVDs, like Kung Pow, also don't work. Is it rejecting the DVDs or is it just a case of taste? Whenever they don't work, it says, "Disc Read Error." Tell me what's wrong, please.



POOPDEDOOP POSTED ON: 12/03/02

They should have made the DVD player better—able to play ALL DVDs. 'Cuz the

games are DVDs, too. Go cry.



SUPERSAYIANNIKI DSTED ON: 12/04/02

I have a DVD player. You could try watching it on your computer. FUUUUSION!! HAAAA!



GN-PHILT >=< POSTED ON 12/04/02

You can't watch Goldmember or Kung Pow? It sounds like the PS2's filter forbids you from watching movies that suck



OSTED ON 12/04/02

I think the inside of the PS2 is dusty. I was siphoning dust out of it, and then THPS4 worked...it didn't work before. And Phil, I'm serious about this. I'm getting concerned. Was it the system?

(GN-PHILT > POSTED ON 12/04/02

It could be dusty, but it could also be because PS2 is a crappy DVD player.... Just save up a few bucks and buy a real player. Or, again, it might just be your PS2 making sure that you don't watch movies that suck.

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1996 KAZUKI TAKAHASHI

ANOTHER HAPPY CAMPER

Dear GameNOW. I think your magazine is the best, and one of the coolest on the market today. It has all the walkthroughs and cheats I need to get through a game

with the greatest of ease. I know I've already said this, but your magazine rocks. I'm saving this because it has the coolest articles and stuff that every gamer needs.

The reason I use GameNOW so much is because 99.08 percent of the time. if I need a walkthrough, I go into my room,

pick up the newest issue of vour magazine, and find what I'm looking for. I know Phil and everyone else writes GameNOW for the people devoted to reading it.

Matt Keepers Leslie, MI

Damn Matt, here's a towel for your nose! Enough with the sucking up already-it's going to go to Tom's head....

GAMECUBE MAG WANTED

Dear GameNOW. I was wondering why you guys (or some Ziff Davis people) don't make a GameCube-only magazine, like Official GameCube Magazine, or GameCube Nation Magazine. I know there is Nintendo Power (I already get that), but you guvs seem to make good magazines (I get EGM, too, and it's really good, but GameNOW is better, of course). You make an exclusive magazine for every platform except GC; make one for GC, too, and put a demo disc on it!

Speaking of GameCube: I have a GameCube and \$150, and I'm trying to choose which three games to get in the next few months. Here's the list: Metroid Prime 007: NightFire Star Wars Bounty Hunter

Star Wars Jedi Knight II: Jedi Outcast

Lord of the Rings: The Two Towers

> Medal of Honor: Frontline Jamil Janada Anchorage, AK

Man, you Alaskans seem to like GameCube, huh? We'd make an official Nintendo mag in a second if the big N was interested, but sadly, it's not. Ziff does publish unofficial GameCube mags from time to time, though. Anyway, buy Metroid,

> definitely, and NightFire, and take a page from Michelle's book: Get Animal Crossing (did we mention it was the Best. Game. Ever?).

BLINX BASH

Dear GameNOW. I have a PS2. My best friend has a GameCube, and he and I both think that Xboxes stink. Sure, they have good graphics, but no good games. Halo is an exception. But Blinx the Time Sweeper? What kind of game is that?

> Name withheld BaddogHbd@aol.com

Baddog, we think you need to move to Alaska to get schooled in the art of "it's the games, not the system" game playing.

LAMENOW

Dear GameNOW, I've been a regular subscriber for about a year now. In general, I have no problem with this awesome mag. However, I did come across a huge problem that I felt is kind of lame. In the "Your Holiday Wish List" article in your December 2002 issue, you put down "A three-year subscription to GameNOW" as a gift for each console. I mean, come on-if you want to

advertise your mag, just create an additional page and do that. Besides, who's limiting the number of pages in your mag? Isn't it the more the merrier? At any rate, I just found that to be quite LAME.

Jim Chun-min.Chiang@colorado.edu

OK, Jim, here's the deal. If you can get a good number of people to nab threeyear subscriptions to old "LameNow." we'll stop plugging it. Call us when you've signed up maybe 200 or 300 thousand kids. And make sure they have a sense of humor. Thanks.

MORE CRAP

Dear GameNOW. I love your magazine and just have a quick suggestion. Maybe you could quickly talk about an old game (not an incredibly crappy one) in your issues

Lots of new gamers have no knowledge of games from systems as new as SNES or Sega Genesis. Maybe you could talk about less-known games, or even ones that never made it to America.

By the way, if you want to play an awful game (awful in a funny way), try Ultimate Fighter for SNES. It's everything a game shouldn't be.

> Alex B. wazpy2@hotmail.com

Cool idea, but we so like making fun of things, I'm not sure we'd have the space. Maybe we can start "Crap E-mail Names." Of course, we wouldn't use Wazpy as one...probably....

ANDREW=CUTE

Dear GameNOW. First, I wanna sav vour mag rocks and that Andrew is cute.

In the October issue of GameNOW, you had a picture of Nina from Tekken 4 that kinda resembled Anna Nicole. I'm not saying that's a bad thing. I just wanted to know if you thought it did.

Oh, and sorry for the picture of me. My cousin did

Oddeall Lether

COME OUT, COME OUT. WHEREVER YOU ARE

GameNOW peoples and puppets: I am the ultimate because I like your #^**!@% thight (thight means cool, nerds)

But sometimes, you #^**!@% kill it by added stupid \$h!t like a #^**!@% walkthrough for Star Fox Adventures \$h!t or three pages of #^**!@% Yugioh

old and the best at games. The games I recommend to #^**1@% gamers with 64s is Conker's Bad Fur Day (#^**1@% funny \$h!t); for PS2, Grand Theft Auto and course, *Halo*; for GameCube: *Super Smash* Brothers. I need to do other #^**!@% \$H!T

PS. I bet my friend \$100 I'll come out in your #^**!@% mag

Peter Sanchez gamerguy_69pimp

You're going to come out in our mag? Not that there's anything wrong with that. It's very brave of you, Peter! Once you're out, it might relieve some tension so that you don't have to punctuate every one of your sentences with expletives.

something to the computer so that it's stuck on and won't come off.

> Name withheld Kamuigirl2002@aol.com

Hey, you're right. Check it out. Andrew's psyched that you think he's cute, but we can't open your picture, unfortunately. Send it again!!





WRITE US!

94105. Letters should include name and address and may be edited for clarity and space. Or so we look better.

Missing an issue? Changed your address? E-mail

subhelp@gamenowmag.com, or head to http://service.gamenowmag.com on the Web. Or write to GameNOW, P.O. Box 55370, Boulder, CO 80322-5370. Or call 800-895-9571. Got it? Good.



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The Legend of Zelda—The Wind Waker We just got the Japanese version of Wind Waker in our office, and

We just got the Japanese version of *Wind Waker* in our office, and we're so excited about the game's new look, we decided to pack the Gallery section with never-before-seen screenshots. Enjoy, and check out our three-page blowout in next month's Hot NOW!

HEART BAR: Link's health meter. Lose all your hearts and you're dead.

MAGIC BAR: Link's magic meter. It depletes rapidly when you use any special skills. RED ARROW: Highlights the enemy you're locked onto. So long as you're in Lock mode, you'll automatically strafe around the opponent of your choice.

BOOMERANG (ICON): Works exactly as it did in the earlier games; good for stunning opponents.

GRAPPLE (ICON): You've seen the Grapple before, but using it during gameplay has never looked cooler. If you map it to your Y button, you can whip it out without having to go back to the Menu screen.

SWORD (ICON): If the sword icon turns into a starburst in the middle of play, you can perform a super slice-and-dice move, *Matrix*-style.



KEY ICON: Keeps track of all of the rusty keys you pick up in dungeons.

RUPEE ICON: Link's money, which can be used to buy special items. You can find Rupees hidden everywhere in Hyrule. ROPE: Careful—you can now sever ropes holding up bridges with an accidental swing of your sword.

SWORD: You have to earn your sword from the cranky old weapons master in your hometown. He'll teach you how to perform some nasty combos with your trusty blade.

CAP: Your grandmother gives you your green cap and matching outfit at the start of the game. At first, even Link thinks the gear looks kind of dorky.

SHIELD: As in Ocarina of Time, the shield brings balance and strategy to the battle sequences. Blocking is just as important as stabbing when it comes to winning fights.

Link's eyes are as useful as maps and compasses. He'll "look" at all the areas of a location that warrant investigation.













Tidbits and info you need to know

NOW PLAYING ON CHANNEL 3: GAME BOY ADVANCE

GameCube add-on lets you play GBA and GBC games on your TV

an't tell whether that tiny splotch on your handheld LCD is Pikachu or a mustard stain? Save yourself the trouble—the GameCube Game Boy Advance Player will make everything clearer when it ships in May 2003. This 1-inch tall device connects to the bottom of your GameCube, letting you play Game Boy Color and Game Boy Advance

games on your television.
Compatible with more than 1,000 GBC and GBA titles, the adapter lets you play using a standard GameCube or WaveBird controller, and supports multiplayer matchups with the GBA link cable. Heh—Nintendo finally comes through with a backlit screen for its handhelds.

NOKIA SETS COURSE TO NINTENDO: N-GAGE

Handheld game system from communications giant includes wireless multiplay

Move over Nintendo—Nokia is ready to scarf a piece of the portable-gaming pie. The mobile-communications giant has announced plans to bring its N-Gage to stores in early 2003. Wider than it is tall, with a color LCD screen and multiple buttons, the N-Gage looks

suspiciously like a Game Boy Advance. But where it differs is in its multiplayer gaming design: The N-Gage will let you play first-person shooters, RTSes, and similar fast-paced games from up to about 30 feet (10 meters) apart; slower, turn-based games will have a range of basically the entire world. Nokia plans to publish games for the system, and Sega has several games in development as well. The N-Gage also allows MMS message exchange,

supports
polyphonic
ring
tones, and
includes a
WAP
browser.
Nintendo
could not be
reached for
comment.
Actually, we
couldn't

IF HE ONLY HAD A GAME

American McGee must have had a troubled childhood; after thrashing Wonderland (in his American McGee's Alice), he has announced plans to move into Judy Garland territory

with Oz, his next third-person action-adventure due in 2004 for PC and Xbox. The game will serve as a prequel to the L. Frank Baum tale depicted in the classic 1939 film—albeit with a darker, more sinister twist. A line of Oz toys will be hitting store shelves in the near future. Toto had not been signed by press time.

DENNIS RODMAN GOES DOA

Lends voice to Dead or Alive: Xtreme Beach Volleyball

Cross-dressing used to get a man arrested—now it gets him lucrative voiceover gigs. Tecmo recently signed former NBA badboy Dennis Rodman to provide Zack's voice in its upcoming Dead or Alive: Xtreme Beach Volleyball. He shoots; he scores.



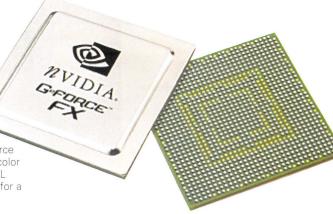
THE GEFORCE IS STRONG WITH NVIDIA

Chipmaker says February for its next-generation 3D card

The future of PC gaming looks better than ever, thanks to Nvidia's new GeForce FX



graphics processing unit (GPU). Due in February, the GPU chipset clocks in at 500MHz and calculates 4 billion pixels per second, meaning it will whip up some incredibly kick-ass graphics and special effects on the fly. The GeForce FX will provide true 128-bit color and support for both OpenGL and DirectX 9.0. How's that for a mess of techno-jargon?



ENIX AND SQUARE GIVE IN TO THE URGE TO MERGE

RPG giants form Square Enix Inc.



powerhouses in the industry are now one RPG Goliath. *Dragon Quest VII* held the honor of biggest-selling game in Japan in 2001 (over 4 million copies sold), while the *Final Fantasy* series has been known to move a few units. Pessimists might suggest that anyone else with an RPG on

Japanese RPG giants Enix and Square announced plans to merge operations on April 1, 2003, bringing two of Japan's biggest-selling franchises—*Dragon Quest* and *Final Fantasy*—under one roof: Square Enix Inc.

What does this mean for the gaming world? It means that the two mightiest RPG

eise with an MPG on the burner should just pack it in. More intriguingly, where that leaves Nintendo's contribution (in partnership with Square), which rides beside Sony's infusement (into Square), which tickles Electronic Arts' distribution agreement (with Square) is anybody's guess.

—Gamers.com



the big screen

leap to

Mindfire Entertainment, holder of the Crazy Taxi and Dead or Alive movie licenses, plans to bring Shinobi to the big screen. According to The Hollywood Reporter, the film will make its debut in summer 2004 and is slated to have a \$40 million budget. No word yet on plot or who will play Hotsuma, but chances are high for a recurring rampage in addition to the movie outing-Mindfire has also secured rights to produce a television series based on the hit PlayStation 2 game.



CAPCOM-ING SOON

Fabled publisher announces five new GameCube titles

apcom of Japan's Production Studio 4— overseen by famed designer Shinji Mikami (Resident Evil)—recently announced five new titles for GameCube. RE4 will hit the U.S. in 2004; the other four are slated to ship in 2003.

Viewtiful Joe

Weird. That's the only way we know how to describe this superhero-themed, side-scrolling action game with funky cartoon visuals (and a name that's bound to be changed for its U.S. release). The gameplay focuses on viewpoints, with Slow and Zoom functions used to help put the smackdown on foes. Get the picture? Neither do we—but for some reason, we can't wait for a better view.



Killer7 ■

You're Harman Smith, an assassin with seven personalities. The catch? You're wheelchair-bound. The upside? At least you have a cool nickname, God Killer. An action-adventure, *Killer7* pits you against the assassin known as God Hands, who's bent on toppling America's government. Whoa.



Resident Evil 4■

Brains. We want brains. So do the zombies who'll chase star Leon Kennedy, a character who debuted in *Resident Evil 2*. You'd better get used to revisiting with old friends, to—the story takes place deep inside the heart of the dreaded Umbrella Corporation.

■ Dead Phoenix

For those who want to stay fly as a gangsta rapper. As





Phoenix, warrior of the Winged Clan, you'll fight monsters in an action-adventure game with lots of freeform aerial maneuvering. Like they say: Up, up, and awaaaay!

P.N. 03

Hope you like women's clothes—this all-new action game casts you in soldier Vanessa Z. Schneider's combat boots. A mysterious mercenary, she utilizes a powerful laser to lay the smackdown on robotic

enemies. When the droids at a planetary colonial settlement pop a few screws loose, it's up to her (and you) to save the day



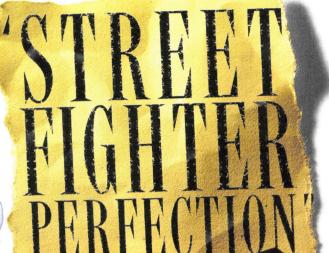












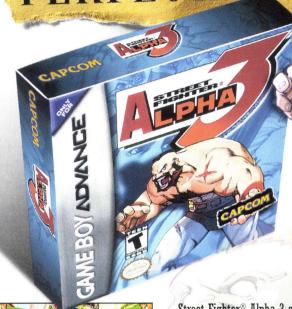














Street Fighter® Alpha 3 scores a triple K.O.! It's the most accurate translation of an arcade game to grace the circuits of the Game Boy® Advance video game system... featuring all new enhanced modes of play — including 3 fighting styles for every character. Maybe nobody's perfect. But as of today, at least one fighting game is.



Violence

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Previews of the hottest games scheduled for release in February

IDENIGHTS OF THE OLD REPUBLIC



WHAT'S IT ABOUT?



Picture the Star Wars universe a couple thousand years before the era depicted in the movies. The

young Jedi Council has a strong grasp on galactic peace, and the influence of the Republic stretches to every conceivable corner of the galaxy. It's in this Star Wars universe that Knights of the Old Republic (KOTOR) is set, and if all goes well, exploring it in the context of a deep, detailed RPG will be a real treat.

IT'S COOL BECAUSE?

KOTOR is being developed by BioWare, and those guys know their stuff when it comes

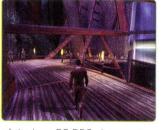
to RPGs.

They've

created

of the best PC RPGs in recent history (stuff like Baldur's Gate and Neverwinter Nights), and there's no sign KOTOR will be anything less than terrific. From a mechanical standpoint, it's built like a truck—it uses the famous D20 RPG system (the same one on which Dungeons & Dragons was built). Your character is a Jedi, but you have a good deal of choice as to what his particular skills are. and choose which side of the Force he's attuned to. So if you wanna be a scion of order and justice, go for it. But if you want to rain hellfire upon the galaxy, more power to you...just be careful of the do-gooders.





SHOULD WE WORRY?

Honestly? No. This game is in good hands. It's true BioWare's never made an RPG console game before, but the stuff it has produced is tight enough to vaporize any doubts. Relax.

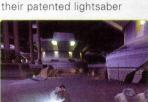
BOTTOM LINE

It's the real deal. BioWare has the skills to make a *Star Wars* RPG happen right.





Knights uses a legit RPG combat system, but the fighting sequences certainly don't look like those in your everyday RPG. As you fight, your characters do all sorts of crazy acrobatic moves, just like the guys in the



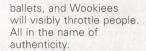
movies. So, don't expect

characters—Jedi will do

static-assed RPG













EICOMMAND & CONQUER: GENERALS



WHAT'S IT ABOUT?



Anyone wondering why GameNOW started covering PC games need look no further

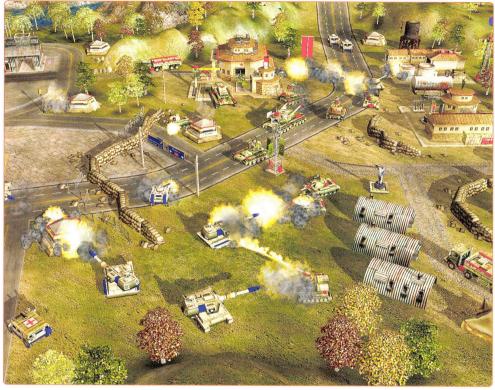
than Command & Conquer: Generals. This latest entry in the popular real-time strategy series ups the ante with a spiffy new 3D game engine, killer graphics, a more realistic story line, and deep, versatile gameplay.

It's 20 years in the future. Three groups find themselves on the brink of Armageddon: the United States and China superpowers, and the terrorist Global Liberation Army (GLA). The game begins with a mission briefing. You then enter the game, where you're presented with a command center and a bulldozer. From there, you must build a military force, amass troops, and deploy your army.



The train in some of the scenarios is not only blissfully unaware of the war, it's indestructible. Avoid placing your troops and tanks on the tracks or they'll get thrashed. Better to lure an unsuspecting enemy there and let the train do the rest.





Generals' new 3D engine includes amazingly detailed structures and terrain; over 60 troops, vehicles, and buildings; and awesome weapon effects. While the basic gameplay will be familiar to *C&C* fans, *Generals* departs from its predecessors in a few significant ways. Most notably, it utilizes an upgrade system that awards you for effective combat techniques. As you build your forces and gain victories, you accumulate Generals Powers. Gain enough GPs and you get promoted. putting greater advantages and strategies at your disposal.

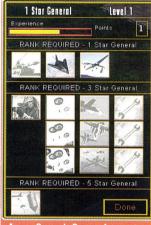
Resource collection also differs from the past. No more tiberium; now, supplies from depots must be transported to supply centers. Also, the backstory is no longer told through full-motion video—it's all CG, which isn't a loss (unless you're a Kari Wuhrer

fan). Beyond these, there are a couple million other little differences and additions. Suffice it to say, *Generals is C&C*—but a lot more of it.

IT'S COOL BECAUSE?

OMG, it's C&C—what more must we say? The new engine kicks major tail. The sharp graphics and intense battles immerse you in the action. Each side has unique strategies, and weapons and units are all upgradeable. The replay value is practically endless.

Generals is certain to provide a great single-player experience, but online play is also totally tight. Be sure you play as all three armies at some point—the GLA is a lot more powerful than it first seems. The special effects for the weapons of mass destruction are amazing. Unless, of course, you're the target.



Amass Generals Powers for greater advantages against your enemies.

SHOULD WE WORRY?

Not really. Game balance in the online beta seemed strong, and the overall additions are more than enough to make *C&C* fans feel this is a significant upgrade from previous incarnations.

The voice acting deserves mention. EA was probably going for authenticity—short of having everyone speak their native language—with a little tongue-incheek comedy thrown in (very *C&O*). The result might seem like gross stereotyping to some; the Chinese and GLA come off as more parody than reality.



Your base's heart and soul. It's most essential at the start of the game, since it's from whence your bulldozers come. The good news is, you can build more—as long as you have bulldozers. The command center also controls radar, the spy satellite, and special weapons.

SUPPLY DEPOT: Your

resource source. There are several depots scattered around the battlefield. Exploit as many as you can.

AIR FIELD: Build and repair aircraft for long-range attacks. Can only house four aircraft at a time.

SUPPLY CENTER: Chinook choppers retrieve vital resources, which translates into vital income. You can also build more Chinooks here.

the source of CIA activities.

DETENTION CAMP: Holds POWs and is COLD FUSION REACTOR: Your power source. You'll need more than a few of these. Upgrades available.



STRATEGY CENTER The key element to building and controlling the more

sophisticated structures in the U.S. arsenal

A few rangers itchin' to serve their country

BARRACKS: Create troops that want to be all they can be. Choices include rangers (infantry), missile defenders, and Colonel Burton. Troops can also return here to get healed.

WAR FACTORY: Build or repair killing machines ranging from Crusader tanks to Paladins

Two Crusaders ready for action.

BOTTOM LINE

If you're a Command & Conquer fan: Go for it! If you're not? Become one. Generals rocks.



manager at EA Pacific, for a few tips for the newbie *Generals* online

- nearest supply depot. Scope the area for other depots and build defenses around those—you'll
- supply transports as you can to collect lots of money quickly.

 Build offensive units early, not
- defenders are some of your best bets. Rocket defenders are strongest when garrisoned into buildings. For GLA, establish
- Powers largely through your victories. Without GPs, you won't
- Upgrade units, troops, and structures any time you can. can be equipped with a Gatling cannon or a speaker system that heals Overlords around it.

C&C GENERALS: THE THREE SIDES AT A GLANCE



Strategy

Building Method

Supply Mode and

Weapon of Mass

Cool Stealth Weapon

Destruction

Best Quote

Money Source



More humane approach:

high-tech weapons (spy

Chinook transport copters

antiaircraft weapons; each

are the fastest transport

mode, but vulnerable to

load is worth \$600.

Particle cannon;

space. Costs \$5.000

and takes about three

minutes to generate an

Two: The spy satellite

who can sneak up on

briefly reveals any part of the map; Colonel Burton,

enemies and bomb them.

"Made in the U.S. of A."

-Bulldozer operator (in a

very patriotic voice)

destructive

heam from

satellites, drones).

Bulldozers

smaller ground forces, more



Bulldozers



Massive army with an affinity for fire, which is the basis for many of their weapons.

Trucks are low and groundbased, and vulnerable to most weapons; each brings in \$300 per load.

Nukes! Very devastating. Costs five grand, and takes six minutes to detonate. Most destructive WMD.

Two: Black Lotus, who can stealthily take over buildings;

the hacker, who can tan into enemy computers and steal money.

"We fight from high place!" -Troops garrisoned in a tall building

"Extra large." -the Overlord tank operator



Stealthy tactics; clever, covert, and extremely resourceful, given their lack of financing

Peasant builders

Workers make for slowest transport, and payload is just \$75 apiece, but workers can be quickly generated on a massive scale.

Scud missile storm. Releases biological weapons. Costs three Gs and takes five minutes to generate.

Many, since stealth is GLA's strength. Angry mobs can use tunnels to transport almost anywhere; ambush troops can enter an area undetected and blast away.

"I will die for our cause." Suicide bomber



"AK-47s for everyone!" Angry mob

3 THE GETAWAY



WHAT'S IT ABOUT?



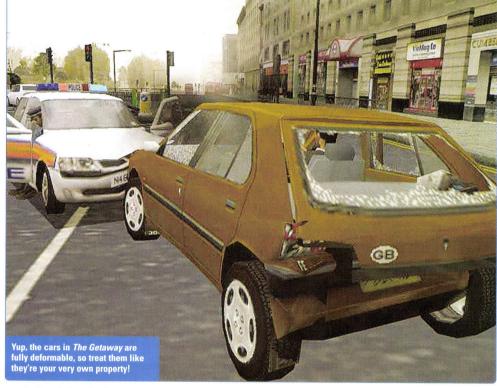
This is Sony's attempt to create its own version of *Grand Theft Auto*, complete with all

the craziness found in Rockstar's crime classic. Rather than taking place in a semifictional metropolis, however, *The Getaway* is set in modern-day London, a huge chunk of which has been photo-realistically reproduced in the game. It's like they strapped video cameras to cars and drove through the city.

IT'S COOL BECAUSE?

The Getaway has the potential to be very rad, indeed. Sony's shooting for a seamless, realistic game, and a whole bunch of cool ideas back that concept up. First off, there will be no visible interface in the game. Want to know how bad





you're hurt? Just look at your character model and see how busted-up and bloody he is. Have you jacked a car and need some directions? Don't look for a giant green arrow in the sky—just look at your turn signals, which direct you to your destination.

In terms of actual gameplay, some cool stuff is going down. Stealth elements have been worked into the third-person aspects, and you can even take hostages on the street to deter cops from shooting at you. So yeah, this

could turn out to be a pretty cool game.

SHOULD WE WORRY?

Compared to the *GTA* games, *The Getaway* seems a bit more structured, which could kinda suck. Remember how much fun you had committing random acts of madness in *GTA*? You'd want to do that in real-life London, too, wouldn't you? Thought so. So pray that it works out like that.



Ultimately, The Getaway looks



like it'll be detail-rich and nicely produced. We still love its concept—even though it probably won't be a *GTA* killer. We'll dig it even more if it is.









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Macy Gray, more. (Columbia)	43280
Ozzy Osbourne: Diary Of A Made (Epic)	man 42903
Ozzy Osbourne: Blizzard Of Ozz (Epic)	42904
The Best Of Busta Rhymes (Rhino)	42914
Tweet: Southern Hummingbird O Me, Oops (Oh My), etc. (Elektra)	Call 4291 7
3 Doors Down: The Better Life Kryptonite, Loser, more. (Universal)	34858
Hoobastank (Island)	41950
Matchbox Twenty: Mad Season / Gone, etc. (Atlantic/Lava)	f You're 35945
Bon Jovi: Crush Thank You For L Me, more. (Island)	oving 35972
Mariah Carey: Greatest Hits 28 g hits on 2 CDs! (Columbia) ★	reatest 42364
The Best Of Buddy Guy:	

The Millennium Collection 41969

Uncle Kracker: Double Wide PA 36043 (Atlantic/Lava) Kylie Minogue: Hits+ (Arista/BMG Heritage)

(Republic)	A	36773
Celine Dion: Let's Talk About L Heart Will Go On (550 Music)	.01	ve My 22036
Jimmy Eat World: Clarity (Capitol)		43436
Weezer: Maladroit (Geffen)	A	43581
Ja Rule: Rule 3:36 Put It On Me etc. (Def Jam)		1 Cry, 36565
Cam'ron: Come Home With Me (Roc-A-Fella)		43707
Outkast: Stankonia Ms. Jackson, So Fresh So Clean (LaFace)		more. 36764
Lauryn Hill: MTV Unplugged N (Columbia)		2.0 43279
Madonna: Music (Maverick/Warner Bros.)		36930
Bob Marley: Natural Mystic— The Legend Lives On (Tuff Gong/Island)		36952
Creedence Clearwater Revival Chronicle—20 Greatest Hits (Fantasy)	:	01520

Motown—The Classic Years (Motown)

Godsmack: Awake

Eminem: The Marshall Mathers LP The Way I Am, etc. (Aftermath)	
Bachman Turner Overdrive: Best B.T.O. (Mercury)	Of 23069
Jerry Cantrell: Degradation Trip (Roadrunner)	44450
Mary Mary: Thankful (C2 Records)	35018
Staind: Dysfunction (Flip/Elektra)	30471
Eagles: Greatest Hits 1971-1975 (Asylum)	23481
Wyclef Jean: Masquerade (Columbia)	44813
N.O.R.E.: God's Favorite (Def Jam)	44820
Anastacia: Freak Of Nature (Epic)	44822
Nickelback: Curb (Roadrunner)	44853
Styles: A Gangster And A Gentle (Ruff Ryders)	man 44854
Soulfly: 3 (Roadrunner)	44863
Slipknot (Roadrunner)	30703

Jennifer Lopez: J.Lo (Epic)	38580
E-40: Grit & Grind (Jive)	
Sinch (Roadrunner)	44894
Superjoint Ritual: Use Once And Destroy (Sanctuary)	44897
Bowling For Soup: Drunk Enoug Dance (Silvertone)	h To 44899
Reel Big Fish: Cheer Up! (Mojo Records (Zomba))	44920
Will Smith: Born To Reign (Columbia)	44936
Tom Petty & The Heartbreakers: Greatest Hits (MCA)	02390
Joe Satriani: Strange Beautiful M (Epic)	Music 44942
Eric Clapton: Unplugged (Warner Bros.)	23690
Smash Mouth w/I'm A Believer fro film "Shrek." (Interscope)	m the 42155
Every Great Motown Hit Of Marv Gaye (Motown)	in 35068
Snot: Alive! (Hip-0 Records)	45071

(Columbia)	24458
Fear Factory: Concrete (Roadrunner)	45098
Limp Bizkit: New Old Songs (Interscope)	42169
Diamond Rio: Completely Beau Mess, more. (Arista Nashville)	tiful 45152
Mystikal: Tarantula (Jive)	42172
Jennifer Lopez: On The 6 (Work)	30987
Halford: Crucible (Metal-Is Records	45171
Bob Dylan: Greatest Hits Rema: (Columbia)	stered! 30988
Maná: MTV Unplugged (WEA Latina)	31034
Enya: A Day Without Rain (Reprise)	38128
MTV Road Rules/Sdtrk. (Roadrunner)	45270
The Color Red: Clear (RCA)	45307
Sunset Black: Common Ground (MCA)	45359







+ 36325









Elvis Presley: 30 #1 Hits

Kenny Chesney: No Shoes, No Musiq: Juslisen (Def Soul)

Coal Chamber: Dark Days PA 43303 Earshot: Letting Go

Totally Hits 2001 18 hits by Dido, Uncle Kracker, etc. (Arista) 42071

The Very Best Of The Who: My Generation (MCA) 15793

Epidemic: Epidemic (Elektra) 44393





CLASSIC RO





(Warner Bros.) 04222	(MCA)	13215
Ozzy Osbourne: The Ozzman Cometi Best of, plus rarities. (Epic)	h	22004
Jimi Hendrix: Band Of Gypsys (Capi	itol)	08285
Allman Brothers Band: A Decade Of (Polydor)	Hits 1969-197	79 35031
The Doors: Greatest Hits Remastered (Elektra)	l, enhanced C	DI 16366
Lynyrd Skynyrd: One More From The	Road (MCA	★ 16583
Stevie Ray Vaughan: Greatest Hits (Epic)	11223
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B.B. King: Greatest Hits (MCA) 25728

Madonna: GHV2 15 smash hits from 1991-2001. (Warner Bros.) 4 42356 Chris Isaak: Always Got Tonight 42413 (Reprise) Moulin Rouge/Sdtrk. (Interscope) 40519 Weezer (The Green Album) 40570 (Geffen) Blink-182: Take Off Your Pants And Jacket (MCA) 40501

Nappy Roots: Watermelon, Chicken & Gritz (Atlantic) 42501 Slipknot: lowa (Roadrunner) EA 41324 MTV2 Handpicked (Columbia) 42514 Backstreet Boys: The Hits-Chapter One 13 hit songs! (Jive) Britney Spears: Britney With 41562 Overprotected, more. (Jive) Charlotte Church: Enchantment Arias & Broadway tunes. (Columbia) 41588



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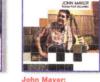




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Word Of Mouf (Def Jam) 42160



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P.O.D.: Satellite Youth Of The

OW CLUB



Nickelback: Silver Side Up (Roadrunner) 41322



41830

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Green Day

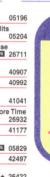
M 44824	
Ryan Adams: Demolition (Lost Highway)	45680
Elmore James: Shake Your Mon- Maker—Fire Sessions	еу
(Buddha Records)	38653
Marc Anthony: Libre (Sony Discos)	42234
Side Hustles Featuring UGK (Jive)	45781
India.Arie: Acoustic Soul (Motown)	38805
Beastie Boys: III Communication (Capitol)	1 24717
Train: Drops Of Jupiter (Columbia)	38922
Janis Joplin: Greatest Hits Remastered. (Columbia)	32006
Sublime: Greatest Hits (MCA)	32113
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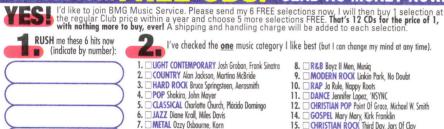
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GOSPEL Mary Mary, Kirk Franklin

CHRISTIAN ROCK Third Day, Jars Of Clay 16. LATIN Shakira, Marc Anthony

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(5) E-mail Address: example: jdoe@bmg.com

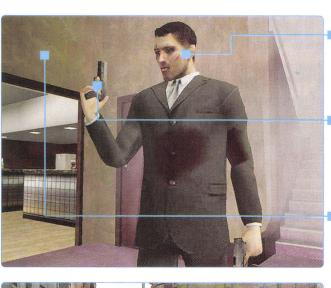
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NB2DP MS862





THE MAN

Notice how his face is busted up? That's your life meter. Since there is no health interface to tell you how injured you are, you'll have to see how badly you're bruised and how profusely you're bleeding. Just like in real life.

Ditto with the weapons—there's no onscreen weapon menu mucking up the display, so you'll have to rely on your very own eyes! How you'll know how much ammo you have left is yet to be determined. But hey, you don't get onscreen ammo counts in real life either, unless you're Robocop.

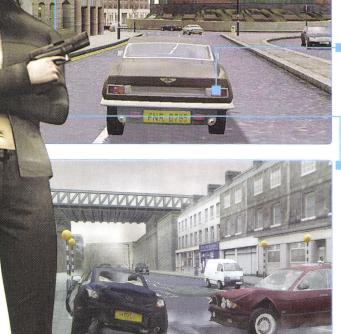
Ha ha, no map. You'll just have to man up, and memorize the buildings' layouts. Wouldn't it be cool if in the future implants in our brains connected to GPS systems that would map out the locations of wherever we were?

THE CAR

Remember Crazy Taxi?
Remember how that big
3D arrow would tell you
where to go? Who put
that there for you, God?
Whatever. In The
Getaway, you'll have
to rely on a much
more realistic means
of determining
direction.

Yep—you'll have to watch your car's turn signals to know where to go. Sure, it isn't as accurate as a celestial arrow, but it's much more realistic, and that's what *The Getaway* is shooting for.

There's no map when you're driving, either. Just like in real life, you'll have to use the landscape and geographical features to help you remember where stuff is.









4 EVERQUEST ONLINE ADVENTURES



WHAT'S IT ABOUT?

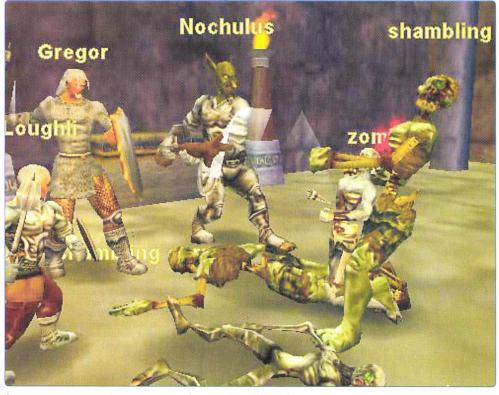


SOCOM: U.S. Navy Seals sparked the PlayStation 2 online revolution, but EverQuest

Online Adventures will be the title to fully realize its potential. You've probably heard of EQ—it's been a staple of the PC community for years and has garnered tons of media attention. At its core, the game is very open-ended. You create and customize your character (pick from a handful of races, then choose from 13 character classes) and venture out into the colossal fantasy world of Norrath. From that point on, the adventure is entirely up to you.

IT'S COOL BECAUSE?

Nearly all of the other adventurers you'll encounter in Norrath are real players. You'll find some computer-controlled guards and merchants in the towns, but if you find a party of heroes to hang with, they'll all be regular Joes playing from across the country. The sheer number of living, breathing guys and gals on the servers is astounding. Friendships will be forged, alliances made...hell, maybe you'll even find your



future spouse among the Dwarves, Elves, and Trolls.

SHOULD WE WORRY?

The concept and social possibilities of *EQ* are undeniably cool, but the actual mechanics might not live up to our expectations. The combat system won't win any awards for creativity or fun—it's fairly limited, but functional. Also, the camera control takes a while to get used to, and the overall graphical presentation seems a bit dated by modern RPG standards. Of course, all these

surface details will likely be overshadowed by the immeasurable fun of playing an online RPG with hundreds of other real people.

BOTTOM LINE

EQ breaks so much new ground (as the first massively multiplayer online RPG on a console), it's impossible to ignore. It offers a fantastic new experience that most PS2 owners have probably never had the chance to try, so for that reason alone it will interest many gamers.



Whether the actual gameplay is engaging will ultimately decide if *EQ* is a passing fancy or a timeless classic, but regardless, it's a significant moment in console history.













EINDIANA JONES AND THE EMPEROR'S TOMB



WHAT'S IT ABOUT?



Everyone's favorite archaeologist is back. The Heart of the Dragon—a mystical Chinese

artifact—has been unearthed, and it's Indy's job to make sure it doesn't fall into the wrong hands. Fortunately, he doesn't have to travel alone: Mei Ying, a sexy female sidekick, is on hand to help with this adventure. The title is being handled by The Collective (the guys who did Buffy the Vampire Slaver on



Xbox), and that's good news: This development team loves the *Indiana Jones* movies, a fact that comes across as you play the game.

IT'S COOL BECAUSE?

It gets the whole Indy feel down right—the game really feels like an extension of the movies.

SHOULD WE WORRY?

Yeah, we know that this is a game, but still, Indy doles out a whole lot of death on Xbox. We sure don't remember him going shotgun crazy in the films. But if you can handle that type of creative liberty (and we can), there's really nothing significant to worry about.

BOTTOM LINE

Don't be a poser and wait for the new *Indy* film in 2005 to get back into the series—be a man and drop into the tombs right now.



IT'S JUST LIKE THE MOVIES!

Emperor's Tomb offers a great balance of platforming, fighting, and problem solving. And Spielberg fans—arguably the most fickle of players—will be tickled when they see how spot-on this game is in comparison to the movies.

























THE ETERNAL DUELIST SOUL (GBA)DUELISTS OF THE ROSES (PS2)





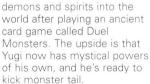




WHAT'S IT ABOUT?



A hit in Japan, Yu-Gi-Oh! started life as a trading card game in the mold of Magic: The Gathering and Pokémon. It stars Yugi, an inquisitive game-player who unleashes



IT'S COOL BECAUSE?

It's better than *Pokémon*. Sorry, but it just is. The gameplay is deeper, and real brainpower is needed to use the cards to your best advantage, find each monster's weak point, and





unlock some of the trickier puzzles. It's far less cute than *Pokémon*, too. Hundreds of cards are waiting to be found, and you need to explore and trade to get the best ones. The GBA version lets you link to other players in order to trade cards or engage in battle, and the PlayStation 2 title is in glorious 3D.

SHOULD WE WORRY?

Some of the Yu-Gi-Oh! titles released in Japan have been pretty average. Now that the series has become a bona fide



hit over here, hopefully Konami will invest a bit of extra time to make sure that both the GBA and PS2 games are worth the cash. Fans of the card game (the console games stick to the same rules) will wonder what the attraction is—after all, you can buy a lot of cards for the price of the console version.

BOTTOM LINE

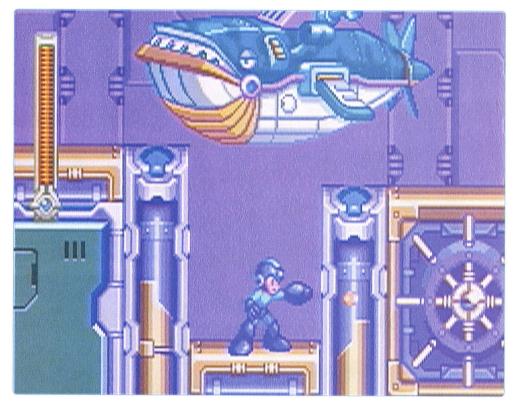
With the card game and TV series rapidly becoming the nation's Next Big Thing, it will be no surprise to see these games sell like hotcakes. Even if you got burned out on the collecting/trading/battling thing with Pokémon, Digimon,



Everythingmon, this game is still worth playing. Fans of the card game will be familiar with the strategy, and those who just watch the cartoon can take part in the adventure with their favorite characters.



MEGA MAN & BASS









WHAT'S IT ABOUT?



C'mon. It's a *Mega Man* game. You run the little blue guy through a mazelike level.

shooting at evil robots and little construction worker hats with eyes, until you reach the boss' chamber. Once you defeat the thematically named boss (Cold Man, Magic Man, etc.), you gain his gimmicky weapon to use on the next boss. This is how *Mega Man* games have played for the past 15 years, and fans wouldn't have it any other way.

IT'S COOL BECAUSE?

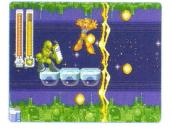
Mega Man & Bass is a port of the 1998 Super Famicom (the Japanese SNES) game that was never released in the United States, so most of you will be



Collect the bolts enemies drop when you defeat them. You can spend them in Auto's shop to gain some slick, new power-ups.



playing this for the first time. You'll be shocked to see that the graphics and animation rival PS1's Mega Man 8. In addition to the standard Mega Man action, you can collect 100 data CDs, giving the game some much-needed replay value. And



you can play as Bass. How cool is that?

SHOULD WE WORRY?

It looks solid so far. The game is monstrously hard, and as we stated above, it plays an awful lot (that is to say, exactly) like past *Mega Man* adventures.

BOTTOM LINE

Side-scrolling platformers like this are perfect for Game Boy Advance. We've been playing the Japanese version for a few months now, and unless something terrible happens with the translation, we shouldn't be disappointed.



Early in the game, Protoman encounters MM&B's new bad guy, King. So, where's Dr. Wily? Is he gone for good? What do you think...



You'll need mega skillz to collect the 100 CDs scattered throughout the stages. Your reward will be artwork and information files on all the robots in the Mega Map universe.



B XENOSAGA



WHAT'S IT ABOUT?



Remember the classic PS1 RPG Xenogears? Xenosaga is sort of its spiritual successor. It's a

little weird, though—imagine Xenogears as the fifth part of a story that began with Xenosaga. To further tie your brain into knots, the game is being released by a different publisher, and if you ask the developer, the game's not really part of the Gears series. But that's all legal BS—the games share many elements, and you'll even see some recurring characters.

IT'S COOL BECAUSE?

People liked Xenogears for several reasons, particularly its whacked-out story—reincarnation, cannibalism, and mind control were prominent themes. From what we've seen, Xenosaga isn't as crazy as its





"predecessor," but we haven't been allowed to see much of the game yet. We have a hunch, however, that things will get suitably wild.

Xenogears' game systems were fresh, and so are Xenosaga's. The first image that comes to mind with these games is cool-looking, powerful mechs. Xenosaga has them in spades, and they play an integral part in the game's combat system. Most characters have a mech associated with them, which they can summon into battle when things get crazy. And every mech has its own special attack, making each uniquely suited to a particular combat situation. It makes the proceedings interesting and varied, which goes a long way in an RPG.

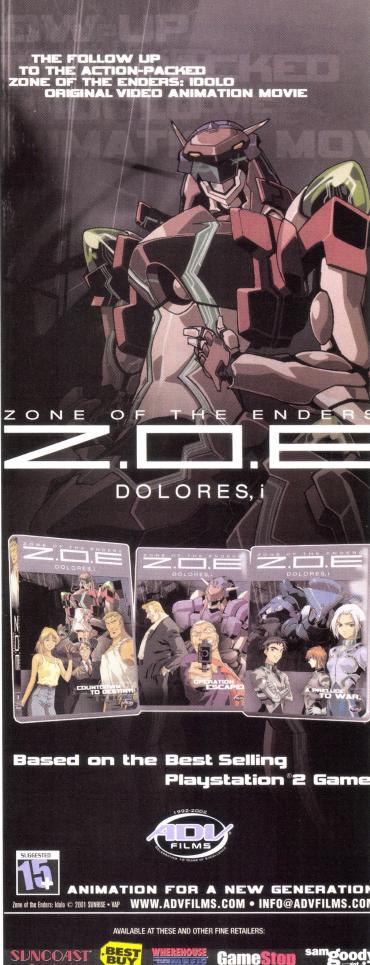
SHOULD WE WORRY?

If you're not into RPGs, this one probably won't change your mind. The sci-fi setting is a refreshing change from the sword-and-sorcery of most RPGs, but it still looks, feels, and plays precisely like what it is: a big, fat RPG.

BOTTOM LINE

This one's strictly for fans of the genre, who can rest easy knowing that it will be top-notch.





BREATH OF FIRE: DRAGON OUR PROPERTY OF THE PRO



WHAT'S IT ABOUT?



How do you take on the behemoth that is Final Fantasy in the RPG arena? By innovating,

not imitating. While FFX focused on realistic character models and worlds, Capcom goes for a kickass anime aesthetic in *Breath of*



Fire. And where Square's adventure doled out traditional turn-based battles, BOF uses a strategy-oriented setup involving active character movement and combo-driven attacks.

IT'S COOL BECAUSE?

It's dark, it's sharply drawn, and it's one of the most-anticipated RPGs on the PS2. The series has had its ups and downs, but *Dragon Quarter* truly looks amazing. If the whole game is as good as the first few hours are, this could wind up being the best *BOF* game ever produced.

SHOULD WE WORRY?

Legend has it that you may find yourself in a spot where, about 20 hours in, your characters will be too weak to carry on, and you have to start the game over again. That doesn't sound like much fun to us.

BOTTOM LINE

Dragon Quarter looks like it'll be a refreshing change of pace for hardcore RPG gamers.







DARK CLOUD 2



WHAT'S IT ABOUT?



The first *Dark*Cloud offered up
an odd mesh of
play styles,
incorporating
elements of *The*

Legend of Zelda, Phantasy Star Online, and Actraiser. Dark Cloud 2 feels more original by placing a greater emphasis on an all-new "invention" play mechanic, which lets players create useful devices out of common household items.

IT'S COOL BECAUSE?

The story is more interesting this time around, the World Designer has more

customization options, and the game's graphics are marvelous. Dark Cloud 2's visual style is very similar to that of the new Zelda game—the game looks just like an interactive cartoon.

SHOULD WE WORRY?

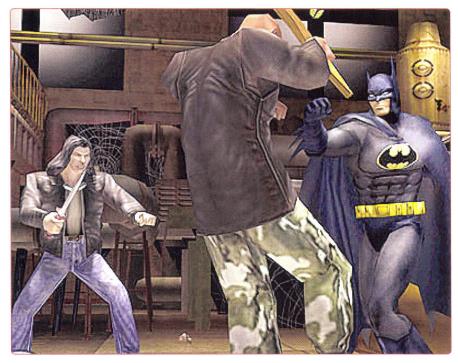
The dungeon crawling got very tedious in the first Dark Cloud,

and it's tedious here, too. If you don't mind lots of repetition, fine, but we're not big fans of fighting the same monsters in the same dungeons over and over and over again.

BOTTOM LINE

This is a clever, strategic adventure-RPG that builds on the original's strengths. It's the kind of title you'll either love or hate. If you fall into the former category, get ready for a good 40 hours of hackin', slashin', and thinkin'.

.ALSO IN FEBRUARY



BATMAN: DARK TOMORROW (PS2, GC, XBOX)

Kemco steps up to the plate to do its first Batman title since 2000's awful Batman Beyond (PS1 and N64). This one looks much better.



ALL-STAR BASEBALL 2004 (PS2, GC, XB0X)

Acclaim's long-standing baseball series returns. Does it have what it takes to compete with High Heat and MVP? Our Magic 8 ball says "uncertain."



BLACK & BRUISED (PS2, GC)

Incredible-looking cellshaded (read: cartoony) boxers step into the ring to beat the crap out of each other. More Punch-Out!! than Knockout Kings.



MY STREET (PS2)

This online title, designed for the whole family, is made up of eight classic minigames: RC car racing, dodge ball, marbles, etc. Great, but no keyboard support? WTF?!?



PRIMAL (PS2)

Think Soul Reaver, but prettier. This gothic adventure game is coming straight from the guys at Sony Computer Entertainment.



VEXX (PS2, GC, XB0X)

Like Tomb Raider VI, Vexx has been delayed for quite awhile-usually a bad sign. But Acclaim is banking a lot on it, and the company insists that the end product's gonna rock. We'll see.



UFC TAPOUT 2 (PS2, GC, XBOX)

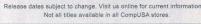
Dream Factory, the development team responsible for The Bouncer and original UFC Tapout, is preparing to roll out one of the most realistic fighting games ever produced.

PRE-ORDER PIPELINE



GAME	PUBLISHER REI	EASE DATE
Play Station 2		
Malice	Sierra	1/1/03
War of the Monsters	SCEA	1/5/03
The Sims	Electronic Arts	1/15/03
Primal	SCEA	1/17/03
Vexx	Acclaim	2/1/03
Starsky and Hutch	Empire Interactive	2/2/03
.hack: Infection	Bandai America	2/15/03
Xbox		
Malice	Vivendi Universal	1/1/03
Dead or Alive Xtreme Beach Volleyball	Tecmo	1/15/03
Panzer Dragoon ORTA	Sega	1/16/03
Kung Fu Chaos	Microsoft	2/1/03
Marvel vs. Capcom 2	Capcom	2/13/03
The Lost	Crave Entertainment	2/15/03
GameCube		
Resident Evil 2	Capcom	1/9/03
Resident Evil 3: Nemesis	Capcom	1/9/03
Freaky Flyers	Midway	1/15/03
Ghost Recon	Ubi Soft	2/1/03
Conflict: Desert Storm	Gotham Games	2/21/03
Wario World	Nintendo	2/27/03
Game Boy Advance		
Mortal Kombat: Deadly Alliance	Midway	12/11/02
A Sound of Thunder	bam! entertainment	12/15/02
Grand Theft Auto 3	Destination Software	12/19/02
Downforce	Titus	2/19/03
Samurai Jack: The Amulet of Time	bam! entertainment	3/1/03
Wizardry: The Summoning	Crave Entertainment	3/7/03
PREORDER PIPELINE. COM		







MOW PLAYING

GameNOW takes on this month's top games

GAME OF THE MONTH

Panzer Dragoon Orta—Page 45 Between Jet Set Radio, ToeJam & Earl, and now Panzer Dragoon, it seems that all of Sega's smaller, more hardcore franchises are coming to Xbox. What's next? A new Alex Kidd adventure? We're keepin' the dream alive. Anyway, Panzer Dragoon Orta is the game that stood out the most this month. Its stunning graphics, classic gameplay, expert-level difficulty, and numerous unlockable secrets make it a staff favorite and definitely the best game that we've played all month. Got an Xbox? Get Orta.



NOW RATED

Once we've thoroughly played a completed version of a game, we give it our final Now Rated grade. Our grading scale works just like the one in school-A through D, with a + or - to add a little bit of spin. Of course, there's also the dreaded F, but with any luck, we won't run into those too often. Here's the breakdown:

games are excellent and well worth picking up. Even more so if it earned the coveted A+.

games may not be the best, but they're still darn good. You'll probably want to check 'em out.

is an average grade. These games aren't particularly bad, but they don't do anything special enough to warrant a higher score. Just like in school, you can get by with a C, but you really could have done better.

means below average. It's definitely not very good, but it at least has one or two redeeming qualities. We're getting into the stink zone here, folks. Be careful.

is...well, you know. F is a failure. A game that fails to entertain. A game that fails to provide even the slightest bit of enjoyment. A game that—a game that is just plain bad. Don't go near an F game lest you be forever scarred by its badness.



U.S.A. TOP 10

The 10 Best-Selling Games of October 2002

- **Grand Theft Auto: Vice City** Rockstar/PS2
- NBA Live 2003
- **Kingdom Hearts** Square/PS2
- Madden NFL 2003 EA/PS2
- Hitman 2: Silent Assassin
- Yu-Gi-Oh! EDS
- Tony Hawk's Pro Skater 4 Activision/PS2
- **LOTR: The Two Towers**
- Need for Speed: HP2 EA/PS2
- Tekken 4 Namco/PS2

THE A+ CLUB

Only the best of the best of the best games make it into The A+ Club. If you see a title on this list and it's not in your personal library,

you're missing out. Do yourself a favor and play it. Go rent it, go buy it, do what you need to. These games sell systems.

- Final Fantasy X, PS2
- Golden Sun, GBA
- Halo, Xbox
- Madden NFL 2003, GC
- 100 Madden NFL 2003, PS2
- Madden NFL 2003, Xhox
- Metal Gear Solid 2: Sons of Liberty, PS2
- Metroid Prime, GC
- Need for Speed: Hot Pursuit 2, PS2
- Resident Evil, GC
- Star Wars Rogue Leader: Rogue Squadron II, GC
- Super Mario Sunshine, GC
- Super Mario World: Super Mario Advance 2, GBA
- Super Smash Bros. Melee, GC
- Tony Hawk 3, PS2



FEBRUARY GAME RELEASES

GAME BOY ADVANCE Daredevil

- Lufia: The Runes of Lore
- Mega Man & Bass
- RoboCop Super Puzzle Fighter II
- Yu-Gi-Oh! Dungeon Dice Monsters

- All-Star Baseball 2004
- Barbarian
- **Conflict: Desert Storm**
- Evolution Snowboarding

- Battlefield 1942: The Road to Rome
- Command & Conquer: Generals

- Indiana Jones and the Emperor's
- Mega Man Legends 2
- Neverwinter Nights: The Shadows of Undrentide
- Star Wars: Knights of the Old
- Tom Clancy's Rainbow Six 3: Raven Shield
- Ultima Online: Age of Shadows ■ Unreal II: The Awakening
- Zone of the Enders: The 2nd
- Runner

- Batman: Dark Tomorrow
- Breath of Fire: Dragon Quarter
- **Dark Cloud 2** ■ EverQuest Online Adventures

- Galerians: Ash
- Guilty Gear X II
 .hack//INFECTION
- Jackie Chan Adventures Midnight Club II
- Primal
- Vexx
- Yu-Gi-Oh! Duelists of the Roses

- Indiana Jones & the Emperor's
- **■** Kung Fu Chaos
- Marvel vs. Capcom 2
- RoboCop Star Wars: Knights of the Old
- Republic
- State of Emergency



JAPAN TOP 10

The 10 Best-Selling Games for 12/2/02-12/8/02

- Pokémon Sapphire Nintendo/GBA
- **Pokémon Ruby**
- Shinobi Sega/PS2
- Tales of Destiny II Namco/PS2
- Rockman EXE 3
- Momotarou Dentetsu 11 Hudson/PS2
- SD Gundam G Generation Neo Bandai/PS2
- **Ratchet & Clank**
- **Derby Stallion Advance** Enterbrain/GBA
- Lupin III: Majutsu-Ou no Isan Banpresto/PS2

THE ESRB VIDEO & COMPUTER GAME RATINGS

Find out whether a computer or video game is right for your home.

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EARLY CHILDHOOD

Titles rated "Early Childhood (EC)" have content that may be suitable for children ages three and older and do not contain any material that parents would find inappropriate.



EVERYONE

Titles rated "Everyone (E)" have content that may be suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language.



TEEN

Titles rated "Teen (T)" have content that may be suitable for persons ages 13 and older. Titles in this category may contain violent content, mild or strong language, and/or suggestive themes.



MATURE

Titles rated "Mature (M)" have content that may be suitable for persons ages 17 and older. These products may include more intense violence or language than products in the Teen category. In addition, these titles may also include mature sexual themes.



ADULTS ONLY

Titles rated "Adults Only (AO)" have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.



RATING PENDING

Product has been submitted to the ESRB and is awaiting final rating.

This message is brought to you by the Editors of:





















Akira Toriyama, the artist behind Dragon Ball Z, is a serious force in the videogame industry. Aside from the Dragon Ball games, his character designs have also graced the Dragon Quest (Dragon Warrior in the United States) and Tobal series, as well as Chrono Trigger.





If you play against someone who loves to fire off lots of Ki wave attacks and you haven't mastered deflecting them, it's time to get aggressive! Remember: If you double-tap Forward and race at your opponent, Ki attacks will bounce right off you!







Publisher: Infogrames Players: 1-2 Also On: None Genre: Fighting



DRAGON BALL Z: BUDOKAI

Androids and Super Saiyans duke it out! Who will win?



different worlds fighting for

possession of the seven

legendary Dragon Balls.

Whoever possesses

the Dragon Balls can

call upon the great

dragon to grant any

wish. The

series' great

success likely

stems from the

Dragon Ball Z is
the popular
anime series
from renowned
artist Akira
Toriyama,

attractive character designs and
the fighters' fantastic powers:
They can fly, hurl energy blasts,
and attain new levels of power
through transformations.
While other Dragon Ball Z-

based games have fallen short of excellence, *Dragon Ball Z: Budokai* does it right. You'll start with Goku at the

beginning of the Saiyan saga, and, alongside Piccolo, do battle against Vegeta, the Saiyans, Gohan, and the rest. You'll then proceed through the Namek, Android, and Cell sagas, which introduce additional conflicts and a whole new set of characters.

The story unfolds through slick

cut-scenes using the game's 3D character models, which look just like those in the anime. Better yet, the game features



the original voice actors from the dubbed anime done in the United States.

If you're not a *Dragon Ball Z* fan, the game's simple fighting mechanics may turn you off; you can't duck or jump, for example. But *Budoka'*s real strength lies in the great fun you can have unlocking all of the fighters, different game modes, and character customization items. *DBZ* fans will definitely get the most out of this game, but anyone looking for an easy-to-get-into fighter should have a good time

-Gerald Villoria



PKUS

Great selection of characters and a variety of game modes

CONS

- Slow load times
- Fighting engine lacks depth

BOTTOM LINE: Fans of the anime will have a blast playing with all the great characters.



with it, too.

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We've given you everything you wanted in print magazines.

Now we're expanding your world...

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CAMERS COM

From the Editors of:



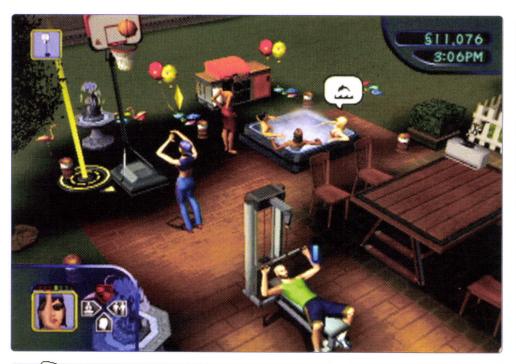
PlayStation



























Publisher: Electronic Arts Players: 1-2 Also On: PC (Duh!) Genre: Simulation/Strategy



THE SIMS

Chuck your real life and make a virtual one



God knows we all want to escape real life now and then. The Sims lets you become

someone else, and unlike book or movie escapism, you can keep this alternate life going as long as you want.

Legions of PC gamers can attest to the draw of creating characters and navigating their often-treacherous relationships with other Sims, all while balancing their humanlike needs of Hunger, Energy, Mood, and



in case you have real friends.

the like. The PS2 game adds level-based gameplay to the open-ended version. Having defined goals and figuring out how to advance a character-

from living with mom to heading to fratlike roommate hell to eventually getting a spouse and kids-kept me interested way longer than when I was just mucking about and wreaking havoc in the Freeplay mode.

That said, The Sims might be even more fun with less micromanagement. I realize it adds a level of challenge to ensure that your character doesn't wet her pants, but it's just plain annoying making them use the

facilities and shower when you'd rather be focusing on other aspects of the game. There is a Free Will mode that allows the characters to do actions on their own, but for some reason, they

can't seem to figure out when to pee. What's up with that?

Actually, if I have to knock The Sims for anything, it's for being too much like real life. The virtual characters aren't much fun if you don't fulfill their physical and emotional needs because they get too depressed to do

anything. And then they won't do well at their jobs-and then you run out of money. And we all know that's no fun.

But unlike real life, you can always start over with a new character.

Carrie Shepherd



Unlimited, open gameplay

Challenging missions

■ Tedious aspects

■ Too much like real life

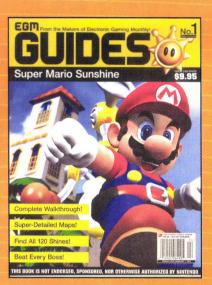
BOTTOM LINE: The No. 1 PC game of all time makes a stellar translation to PS2.



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Publisher: Sony CEA Players: 1-2 Also On: None Genre: Fighting



WAR OF THE MONSTERS

Hate cities? Hate your friends? Destroy 'em both!



Monster games of yore, no matter how fond our memories of them are, have

always kind of sucked. If you don't remember Rampage, then you're lucky—it seemed cool when I was 8, but it doesn't hold up quite as well as better games of its period. In any case, it's that sort of vague disdain for old-school monster games that allows me

st st

appreciate War of the Monsters. It takes the best thing about them—namely, the ability to beat the crap out of cities—and puts it in the context of a fun fighting game, thereby making the destruction actually mean something to the action at hand. It's as if the old Neo Geo game King of the Monsters were in 3D and much, much better.

So yeah, the premise is pretty straightforward. You choose a monster and proceed to ravage the bodies and structures around you. The

beauty is that you can use practically anything to enact devastation—you can throw cars at enemies, rip off chunks of sidewalk to use as projectiles, and even uproot radio antennae from rooftops and lay into them.

It doesn't end there, either. Since you can demolish every building, you can collapse a structure that your enemy is scaling, causing him or her to fall and crash to a most untimely demise.

War of the Monsters' one problem—and one many fighting games share, sadly—is that it lacks that essential feeling of impact. You never really feel that you're hitting someone. Attacks sort of whiff into their targets, if that makes sense.

Apart from that, though, the game is suitably deep, with all types of counters, recoveries, and the like possible for high-level players. There are quite a few unlockables included therein, too, so you'll have a decent time going at the single-player game. If you feel the need to stoke your destructive side, you just might get into this.

-Miguel Lopez



PR05

■ Accessible combat system

CONS

Empty-feeling hits

■ No four-player mode

BOTTOM LINE: Fresh

overall, but future versions will probably be closer to what we were hoping for.



STAR WARS BOUNTY HUNTER

The dark side can be flawed, but a lot of







Perhaps the coolest thing about *Bounty Hunter* is that it lets you play as one of the bad

guys from the Star Wars universe. For too long, we've been stuck playing as those heroic Jedi Knights with their lightsabers and midi-chlorians and morals and whatnot. Who needs that? This is Star Wars! Let's shoot up the joint!

That's why it's such a treat to control badass bounty hunter Jango Fett in this adventure. You

can go wild with Jango's dual laser pistols, fly around with his jetpack, and not feel guilty about blasting all those pesky R2 units roaming the levels.

I was surprised by how well the jetpack handled. The flying aspect easily could have been screwed up, but it's simple and fun to use—targeting multiple foes while flying is just as easy as tagging them from the ground. But, the camera does work against you when you jetpack in tight quarters.

Another problem is the somewhat open-ended nature of

certain stages. Since Jango doesn't have a radar, it's easy to get lost while trying to find the next objective. Prepare to roam empty levels looking for your next destination.

Even with those few problems, I had lots of fun. Completing the missions is enjoyable, hunting for secondary bounties (a subquest that's handled by scanning people Metroid Prime-style) adds replay value, and like I said before, playing as a bad guy is just plain fun. You hardcore Star Wars nuts out there will also love the cinemas and story. which give some great background on Boba Fett's pop (you get to see how Jango came to own his ship, the Slave I-awesome).

With a little more polish, this game could have shined brighter than Mace Windu's noggin. As is, however, it's flawed, but fun.

-Phil Theobald



PROS.

- Jango Fett is cool
- One word: jetpack

CONG.

■ It's easy to get lost

Publisher: Midway Players: 1 Also On: Xbox, GC

■ The camera can be difficult

BOTTOM LINE: Bounty Hunter is certainly not perfect, but Star Wars fans will have fun.



TOP SECRET:

This isn't Jango's first appearance in a videogame. Use this code to fly his version of Slave I in the GameCube hit, *Rogue Leader*. First, if you don't already have Boba Fett's Slave I, unlock it by entering the password PZ?APBSY and then



IRONSHIP. Now, enter these codes, one after another: VV?GXRYP, CNOOQ!ZR, and JFETTSHP.

HAVEN: CALL OF THE KING

Variety may be the spice of life, but

Haven still needs more



Playing Midway's Haven: Call of the King feels like starring in a never-released,

animated fantasy/sci-fi film. The game's story—which revolves around a reluctant hero whose mysterious dreams attract the attention of the despotic ruler of the galaxy—is charming and often funny in an I'm-too-old-for-Disney, guilty-pleasure sort of way. Like the game itself, the



someone on the head

story is cute, but not too cute.

Where Haven shines is in
the variety of its gameplay.
Minigame activities include
navigating Haven as he runs

Minigame activities include navigating Haven as he runs inside a large hamster ball, blasting your way through a gladiator arena full of monsters, and using a cannon to defend a clutch of eggs on a base being invaded by a swarm of egghungry, giant insects. While some of the minigames are dull or undercut by a bad game camera, most of them are

inventive and fun. The game's graphics also make you feel like you're in an animated film. In addition, the story sequences are great, and the sound track has an excellent, upbeat, adventurous score.

But not everything about the game is so copacetic. The main brunt of the game is 3D platform action, which



can be cool, but the gameplay doesn't meet the high standards set by Ratchet & Clank and Jak and Daxter. It's missing basic elements, like not having to step directly on items to collect them—something present even in Midway's own Dr. Muto.

Haven is good, lighthearted fun (a welcome break from games that focus on brooding, dark antiheroes), and the amount of variety that it offers is a huge plus, but its so-so platform elements make it hard to recommend as anything but a rental.

-Joe Fielder



PROS.

- Great story and voice work
- Excellent sound track

CUNS

- The camera has problems
- Some minigames not great

BOTTOM LINE: Haven's got a lot of heart, which makes up for a lot of its problems, but not all.



.HACK//INFECTION

Publisher: Bandai Players: 1 Also On: None Genre: RPG



It's like playing online...offline!



Love is blind and nothing proves that better than .hack.

This game is ugly. It's got a

muddled battle system. And

the whole thing ends abruptly, leaving you hanging until the next chapter is released (.hack is a four-part series, with each new game due to hit stores three months after the one before it).

But none of that matters to

me—not since I fell for this game. It didn't happen right away. Like any good mistress, .hack first made me work for it, forcing me to suffer through a wildly unbalanced combat system and agonize over the gaudy graphics.

Then, midway through this 20hour RPG, it happened. When a game's got a story this good, it's damn hard to resist. Right around that time, the game's battles got a lot better, too. Still, the best part of .hack is its story. The whole setup is unique: Everything centers around a game-within-the-game, with the main character dipping into and out of an MMORPG. Your best bud is destroyed by a data bug, which then causes him to fall into a coma in "real" life. The game does a fantastic job of mimicking a real online experience with a faux message board where you can gather hints and clues for your quest,

and a simulated desktop where you can send and receive e-mails and read news reports.

RPG fans should definitely check this one out, but with fair warning: The game has tons of flaws, although the story makes it worth the effort.

-Gary Steinman



Armor Shogun

HP44/18 18

Magic. right?

Everyonet Magic.

HP8/521

S51/621

S98/698

SP8/186

Wistral

HP8/528

S98/186

F71/175

You can "chat" with your teammates during battles, just like in a real MMORPG.

SHREK SUPER PARTY





This is the worst party I've ever been to



You know how in Star Wars, there's a dark side to the Force? A corrupt essence that

flows through the universe and is the antithesis of all that is good and true? Well, apparently, the same goes for videogames.

Last month, I reviewed Mario Party 4, the high-water mark of board game-themed party games—the Luke Skywalker of the genre, if you will. This month, I have come face to face with the Dark Lord of the Party Gaming Sith. It is far more





wicked and vile than all of the Darths combined. It is *Shrek Super Party.*

Where to begin with this mess? First of all, the board-game environments are simplistic and linear. You're never given a good overview of where you're going. It's simply roll the dice (OK...throw the ball), watch your character walk a couple steps, and then play a minigame.

Oh yeah, the minigames. Lame. **Totally lame**. For the most part, these "action-packed events" (I'm quoting the box here) involve tapping one button over and over again. If you're gonna rip off *Mario Party*, at least study what makes that series' minigames fun and copy it. Also, with just 30 games available, you'll begin repeating the pain very quickly.

Then, of course, there's the mildly confusing and extremely unbalanced Bug Juice scoring system (equate it to earning stars in *Mario Party*) that practically ensures that whoever gains an early lead keeps it.

The game's **not even funny** (a problem with all *Shrek* games). I will never understand how a funny character from a funny movie can end up being so unfunny in videogame form.

I was going to close this review with some witty Star Wars conclusions, but Shrek Super Party has crushed my creativity. Let's just forget about all this and move on, shall we?

-Phil Theobald



PR05; ■ Round, colorful game disc ■ Easily exchangeable

■ Boring minigames
■ Unbalanced gameplay

BOTTOM LINE: If you must play a party game, buy a GameCube and *Mario Party 4.*







could have ordered one of 999 limited-edition white Xbox systems Orta design. With the system, you also received a matching controller, a Panzer Dragoon necklace, and, of course, a copy of *Orta*. Don't bother trying to get one now, though—





me, which runs a bit choppier than Saturn original, but still offers a great look into the origin of the series







PANZER DRAGOON ORTA

Publisher: Sega Players: 1 Also On: None



Sega's legendary dragon soars to new heights



The poor *Panzer* Dragoon games have never gotten the respect they deserve. Well,

gotten respect from critics and from hardcore Sega fanboys, but they've never sold as well as, say, the latest

Sonic title. That's a shame, out there. They combine great gameplay, terrific graphics (for the time), and an amazing sense of style. The awesome character design and technoorganic look of the worlds create a lush environment that instantly draws you in.

Orta continues that proud tradition, and fans of the series will definitely not be disappointed. Newcomers (which is probably most of you) will also have a blast. Sure, the story is confusing, but the game itself is full of fast-paced

> and challenging shooting action.

> > Oh, wait-did I say challenging? I meant to say FREAKIN' IMPOSSIBLE! This game is built Tonka tough, and if you can beat it on normal difficulty. then consider vourself a true

mode proves tricky enough to get through.

Despite the challenge, you'll have tons of fun chugging though Orta. There's plenty of strategy in choosing the proper dragon form to use during battles (each one has different weapons and special attacks), and in a move taken from Panzer Dragoon Saga, you'll need to move your beast around a lot during boss fights (you know, to hit vulnerable spots).

Sega also rewards your mad gaming skillz with a plethora of ultrasweet unlockables. Bust this game open and you'll find enough secrets to keep Panzer fanboys grinning until the next sequel is released,

Simply put, this game rules. It may turn off some with its difficulty and unusual design. but don't let that scare you off. It's well worth your time.

whenever that may be

-Phil Theobald



- Classic shooter gameplay
- TONS of unlockables

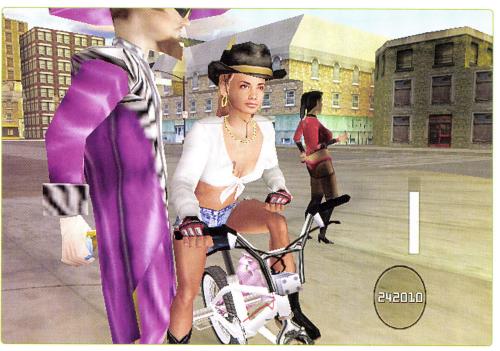
■ It's really frickin' hard I mean, REALLY hard

OTTOM LINE Sega hasn't This demands to be played.



since the previous Dragoon games (all for Saturn) are some of the best shooters (or, in Panzer Dragoon Saga's case, RPGs)

gamer. Heck, even the Easy







ENDH THE COME

You want to ride around with a topless female Create-a-Rider? You'll have to finish both competition levels in first place. If you haven't opened up either of the two competition levels (Rampage and Roots), use the following cheat codes to access them:

Rampage: IOWARULES Roots: UNDERGROUND





14201

This game's got to be the lamest marketing ploy since the movie Showgirls. There's nothing controversial here, and the game's PG-13 nudity isn't worthy of an M rating. The funny part is, the audience this would appeal to is too young to buy it. Dumb.





BMX XXX

Topless chicks can't save hapless game



I was hoping for the best—really, I was. I mean, I'm all for nudity, especially of the female sort. I

waited for the uneasy-yetstrangely-exciting feelings that might accompany some highquality, full-motion cut-scenes. Well, the cut-scenes came, and the only feeling I got was boredom mixed with a moderate amount of "I waited for this?"

I mean, come on. If you're going to raunch it up, go all the



way. I kept waiting for the good stuff, not peanut vendors selling "hot, salty nutsacks." Nutsacks aside, *BMX XXX* does feature enough swearing to pass for a *Sopranos* script and **plenty of run-o-the-mill junior-high humor**. If watching dogs get it on in the street is up your, ahem, alley, then this title's gonna bowl you over.

But those of you checking this game out for the extreme-sports action, instead of the "action," will be disappointed. Because BMX XXX branches off Dave Mirra's respectable engine, I expected to at least enjoy tricking out. Instead, I got stuck in certain moves, passed right through a bunch of light posts and other objects, and found it an overall sloppy affair.

That same sloppiness extends to the game's design. Mission goals range from stock extremesports stuff to "make it snow." OK, fine, I'll make it snow—if you tell me where to go or what



to do. With little instruction or prelevel flybys, it's easy to get confused. And what's with the step-by-step linear lockdown? After *Tony Hawk 4*, it feels suffocating and unwelcome.

Developer Z-Axis probably wasn't concerned about the order of events, as we know that males 18-34 will keep chasing the proverbial carrot *BMX* places before you: the stripper videos. Unlock a few and you'll find yourself grappling with an interesting choice: Should you go play an extremesports game that's actually fun, or go sit in front of the Internet?

—Dan Leahy



PROS

- Some Van Wilder-quality laughs
- Hot babes

EUL E

- Humor wears thin quickly
- Repetitive gameplay

BOTTOM LINE: The title says XXX, but it's more like FFF thanks to the language.



NCAA 2K3 COLLEGE BASKETBALL

Publisher: Sega Also On: PS2, GC Genre: Sports



Cyber rivalries put school pride on the line



If you have an Xbox, we hope vou're taking advantage of its online functions. If not, you're

missing out on the best part of any online sports title, including Sega's excellent NCAA 2K3 College Basketball.

Sure to be a hit in frat houses across the nation, 2K3 lets you choose from an unprecedented 300+ teams and take 'em online against friends or foes of

DID YOU

name from Jason around the same NBA star Jayson Williams was on trial for manslaughter charges. Jay Williams is currently the Chicago Bulls.



your choice. The sheer variety of teams, arenas, and play styles is astounding.

Developer Visual Concepts made sure to set this title apart from NBA 2K3, and that's a good thing. The sweet science of college basketball features schemes and strategies not seen in the NBA's star-happy world. Here, teams rely on guile, momentum, role players, a deep bench, and the occasional lucky shot. All that's apparent when delving into NCAA's options, which allow you to tailor your team in roughly 375 ways, including Finesse/Power,

Fundamentals/Flash, Fast Break/ Half Court, Superstar/Deep Bench, and so on. It's immersive, intelligently thought out, and rewarding when your team responds.

Gameplay stems from the foundation of NBA 2K's engine, but with some nice modifications. Passing is quicker than in NBA 2K3, allowing you to run an effective fast break or zip the rock crosscourt for a baseline three in the half-court set.

Presentation is adequate, but we'd like to see the 2K games spruce up their menus and other fringe items. There's too much empty space, too many blocky chunks of text, and some confusing moments when making substitutions and such. While 2K3 may not be long on visual flash, the gameplay and animations make up for it. A must-buy for sporty Xbox types.

-Dan Leahy



Great variety and replay value

- A bit blah visually
- Cumbersome menus

Publisher: Microsoft Players: 1-4 Also On: None Genre: Sports

Easily the best college hoops game

NBA INSIDE DRIVE

Drive fails to come alive

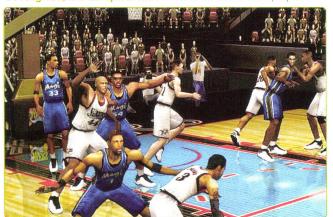


First things first. Where in the Sam Hill is online play? Microsoft + Xbox + Nov. 2002 = online

gaming, right? Not as far as developer High Voltage is concerned, apparently. While the lack of online play could be forgiven, the complete lack

of newness to ID 2003 cannot.

NBA 2K3 and NBA Live 2003 both featured sizable additions to their feature sets this year. Live practically had a rebirth, as the entire gameplay engine got overhauled (it needed it). Inside Drive, however, was in good shape after a promising first year, so this year it needed to wow us with online play and



dazzle us with a revolutionary low-post game and graphics that set this title apart. Instead, we get Franchise mode. Sure, it's a welcome addition; it's just a lot harder to stomach when vou realize vou've forked over 50 bucks for ID 2002 with Franchise mode.

The core gameplay is fine. I just happen to prefer games that choose a direction and go there. Inside Drive waffles between arcade and sim. Fortunately, adjustable sliders can tilt the balance to your particular preference. I recommend ramping up the speed a bit and toning down the blocks. That way, you can shed the sim-skin Drive pretends to have and enjoy the game's ferocious dunks, wicked fast breaks, and barrage of three pointers.

On a final note, Drive's presentation has also fallen behind the competition. Last year's announcing, animations, and end-of-game highlight reel

were a good start, but no significant steps have been taken. You'll see every dunk by about the fifth game of the season, and that's unacceptable. Inside Drive 2003 ain't bad, but as the Barenaked Ladies like to sing, "It's all been done before."

-Dan Leahy

- Solid gameplay
- Lots of customizable options

■ Total sports-game rehash ■ No online play—why?

COTTOM LINE Only for those who loved last year's



Three words: exploding What the head a battle District Control of the control of

Publisher: Infogrames Players: 1-2 Also On: None Genre: Shooter



Three words: exploding, flying aircraft-carriers



weird aircraft. Battle Engine Aquila stars one, and, as you'd imagine, a game starring such an insane device is pretty neat. At first glance, Aquila looks like your average flight combat game. But the very nature of the crazy vehicle you drive makes it anything but average.



are susceptible to certain types of weapons. But, as a rule of thumb, you'll find that the Vulcan armored enemies—like giant carriers or bulky tanks.

The fact that you can transform at just about any time adds a whole new dimension to the concept of combat. The game's best missions make use of both your forms. No matter which vehicle configuration you use, each of its forms is suited to taking on certain types of enemies. Let's say your jet form boasts some badass swarm missiles. The minute you see a gigantic flying aircraft carrier, you'll blast off and make quick work of destroying it. But when confronted with a crapload of armored tanks, the mounted laser on your ground form will serve you better.

Basically, it's all about the weapons in Aquila, and they're all pretty rad. But even cooler still are the effects of the weapons-everything in the game explodes, so you'll never lack motivation for going after the biggest enemy units.



Unfortunately, the radar in Aguila pretty much sucks. Your commanding officers will say, "Bombers coming in from the south," but since there's no compass on your radar, you won't know which way south is, so you'll have to fly around like an idiot until you see a bunch of bombers. It's pretty lame—but flying around like an idiot and blasting the crap out of stuff is fun, so it's not too lame.

Despite this frustrating flaw, Battle Engine Aquila is a neat, unique action game that's definitely worth playing.

-Miguel Lopez



■ Technically impressive

■ The radar sucks eggs ■ Bad character designs in FMVs

BOTTOM LINE: If you like to destroy huge pieces of machinery, play *Aquila*.



CAPCOM VS. SNK 2 EOI

Publisher: Capcom Players: 1-2 Also On: GameCube Genre: Fighting



It's online, and it works! By golly, it works!



I have stood for countless moons in anticipation of the moment when I would be

able to face the greatest fighters worldwide without moving an inch. My journeys have been vast and arduous, and I have fought on nearly every battlefield conceivablethe original Street Fighter 2,

must remain mindful of network conditions. Just like any force of often ferocious, and if it's not in your favor, disaster will no doubt befall you. When attempting to join a game, note the connection quality. If it reads "Bad" or "Worst," know that good times are not in store!

Samurai Shodown 2, and King of Fighters '95 being some of the most memorable. But I don't expect these ancient and obscure names to mean anything to you, my young friends. You didn't come here to listen to the addled musings of an aging warrior. You came to hear me sing the praises of a game that has made my fantasies of remote combat a reality. I implore you then to heed my wisdom and include the latest iteration of Capcom vs. SNK 2 in your training regimen.

The gods of silicon and fire have truly blessed the sorcerers at Microsoft! In tandem with Capcom's deadly and disciplined combat monks. it has made an online-enabled Capcom vs. SNK 2-itself a miracle of integration and licensing—a wondrous reality. The ability to battle faceless warriors from the world's farthest reaches make this

exquisite 2D fighter even more astonishing. Microsoft's Xbox Live service provides the smoothest matching capabilities, and it allows you to customize each match to your specifications. Most important, you can disallow vour opponents from using the EO mode, which only the most honorless of dogs

But as with anything of great beauty and power, this moving miracle bears a few flaws. Some sprites look, as my young disciples like to say, quite janky when compared to the game's higher-resolution characters. The loading times during matches also last longer than one would like. But to quibble over these things would be akin to pondering a slight blemish on the otherwise flawless surface of a lotus leaf. Such things are for the weak of character.

-Sushi-X



Online play for the first time in

■ Long load times

INE: If you like fighting games, this is a definite must-play.











Examples of the monthly episode update: NPCs that now provide panels, and new layouts in certain





are and where you're headed, go to the Route Finder at www



Publisher: Microsoft Players: Unlimited Also On: None Genre: MMORPG



Massively multiplayer Microsoft



By combining monster-killing with the ability to chat with special Internet friends, **EverQuest**

basically started the MMORPG genre. But with so many MMO games coming out, players can't help asking, "What makes this game different and worth my money?" Asheron's Call 2: Fallen Kings is actually one of the more worthy MMO games out there.

AC2 tweaks the traditional kill/loot/chat formula quite a bit. Here, death is just annoying rather than frustrating; instead of losing items or experience, you suffer only a minor health and vigor



Vault dungeons give you plot pieces on top of the usual experience and loot. It's easy to level-up the bazillion skills available to you, and if you find untrain it and develop a different skill. Since there are no NPC merchants to rip you off, crafting weapons and

(aka mana) penalty. In addition,

that you don't like one, you can

armor is actually fun. And the game looks and sounds awesome to boot. While these tweaks to old-

school MMORPG gameplay are welcome, the coolest part of AC2 is the monthly episode update. Every month, the AC2 Live team releases a big patch that'll fix bugs, tweak the game balance, and add new stuff like monsters, quests, and dungeons. The December release changed the newbie training level, added some new critters and quests, and tweaked the chat system.

There are a few niggling bad

points: AC2 can run slowly if it's not played on a hot-rod computer, and the game still really boils down to killing and chatting. But if Microsoft can maintain the quality of the monthly episode updates, AC2 will remain a fine game.

-Scooter Nguyen

- Cool enhancements
- Monthly episodes

- Same ol' kill/loot/chat formula
- Sluggish on older machines

COTTOM LINE: A pretty darn good MMORPG, for *EverQuest* fans and newbies alike.

















Publisher: Sega Players: 1 Also On: Dreamcast Genre: RPG



SKIES OF ARCADIA

GameCube gets its first real RPG



Popping Skies of Arcadia into your GameCube is kind of like opening a great adventure novel:

You'll find a deep, engaging story that will likely own you for weeks. And, as the tale unfolds, its heroes quickly establish themselves in your imagination as old and trusted friends. Lead character Vyse is absolutely charming; he's a daring air pirate who's never heard of the word "angst." And his sidekicks—a crusty old

mentor, a handful of cute girls, his overprotective father, etc.all manage to break out of their stock roles and stand out as people you'd actually want to hang out with. This is a fun game to play; where most next-generation RPGs have been dark, somber, and serious, the Skies experience is bright, poppy, and exciting. That's not to say there aren't plenty of dramatic moments-it's just that the developers never forgot they were making a game, not a stage production.

Skies' battle system is souped up with subtle strategic elements that place it a step above Final Fantasy X's beenthere-done-that setup. As you progress, you have to plot your moves three steps in advance (just like in chess). Characters share a limited number of spirit points, which get used whenever you pull off special moves. You'll be constantly asking yourself things like. "With 14 spirit points left, can I really afford to let my most powerful character unleash a 12-point attack, or should I let

my healer use six of those points to restore my party's health?" Boss battles require you to answer those questions correctly, lest your party be annihilated. All said, GameCube owners couldn't ask for a better RPG

-Ethan Einhorn

- Terrific story
- Deep, strategic battle engine

Not the prettiest RPG you've ever played

BOTTON LINE: Well-designed and fun, *Skies* is a great title to introduce RPGs to GameCube.









Impressive fireworks always accompany this game's special moves.

LEGENDS OF WRESTLING II

A little more hasslin' than rasslin'



If only good ideas were enough to make great games. Picture it: All the great wrestlers

from the golden age of wrestling, together in one package. Decades of wrestling history would be included; there'd be more than 60 wrestlers in all, including such greats as Bruno Sammartino, Hulk Hogan, and even comedy legend Andy Kaufman. A more fitting tribute to professional wrestling couldn't be conceived-which is why it's



Play through the Career mode with Jerry "The King" Lawler and you'll end up feuding with the late, great Andy Kaufman. Pick him up in the Shop mode after showing him your "King of Memphis Wrestling" skills.

extra disappointing to witness Legends of Wrestling II's poor execution.

LOW2 visually captures these greats at the peaks of their respective careers, and, despite their cartoony physiques, the likenesses are striking. But, the resemblance to these athletes ends there. The move sets are ridiculous: modern techniques like the Stone Cold Stunner are assigned to these classic grapplers. If this is about the legends, then why don't they wrestle like they used to?

The game makes use of a gameplay system that requires you to set up a grapple with another hold. While this works adequately when it comes to countering or chaining moves, it gets pretty dull when you have to wait for each animation to finish before your button presses will register. Strikes aren't any better, since you'll catch empty air due to collisiondetection issues.



To its credit, some of the game's features are well done, including the new cage and ladder matches. The Career mode sends you through the independent wrestling federations, where you win over the crowds by putting on entertaining matches. The Create-a-Wrestler feature is also decent, with plenty of announcer-voiced names and nicknames to choose from. But it's still a case of the negatives outweighing the positives. Legends of Wrestling 2 may well be destined for the bargain bin.

-Gerald Villoria







Publisher: Acclaim

Players: 1-4 Also On: PS2, Xbox Genre: Wrestling

Great cast of classic grapplers Decent game mode selection ■ Buggy collision detection ■ Nu-metal soundtrack **CONTROM: LINE:** LOW2 has a great concept, but it's not worth a purchase.



PHANTASY STAR COLLECTION

Old-school RPG gaming at its best



Phantasy Star (for the Sega Master System) and Phantasy Star II and III (both for the

Sega Genesis) were to hardcore gamers in the late '80s and early '90s what Final Fantasy VII, VIII, and IX are to today's Square fanboys and fangirls: gorgeous epics that created a new generation of RPG fans. Their transition to the GBA comes as a pleasant surprise, especially given the inclusion of the original game, which is a highly coveted cartridge in collectors' circles.

As slices of nostalgia, this

collection is tough to beattraveling to game designer Yuji Naka's futuristic battlegrounds will instantly bring back fond memories of Blast Processing and the Sega scream. But when held up to today's standards, it's fair to say that time has not out as trite, and the graphics aren't comparable to the eye candy in Golden Sun.

To have an appreciation for this package, you have to consider the impact these games made when they were originally released. The 3D mazes of Phantasy Star were great to look at and fun to navigate—similar games on the



Nintendo Entertainment System looked primitive in comparison. Phantasy Star II was dramatically richer, and was the first major 16-bit RPG to get released in the United States. Phantasy Star III presented branching paths and multiple endings, something that had never before been attempted in an adventure title.

You'll have to pardon the history lesson, but that's basically what this cartridge is-a fun way to look back at the genre and learn how it developed. True this up, but casual players should probably pass on it.







Yuji Naka, the primary creative force responsible for all three of these games, also created Sonic the Hedgehog. That's why you occasionally find Sonic and Knuckles running around the main hub world in Phantasy



STEPPING OUT OF THESE PAGES AND INTO YOUR HOMES!





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Tune in every Thursday 7:45 pm ET/ 4:45 pm PT to HOTWIRED's Big Video Game Hunting hosted by Renay San Miguel on CNN Headline News.



















There's always something going on in Animal Crossing. With the e-Reader for Game Boy Advance, there's even more to do. You can get all sorts of goodies with Animal Crossing e-Reader cards.

Character cards contain two items—one gained by scanning the e-Reader code, and the other by mailing the secret code on the

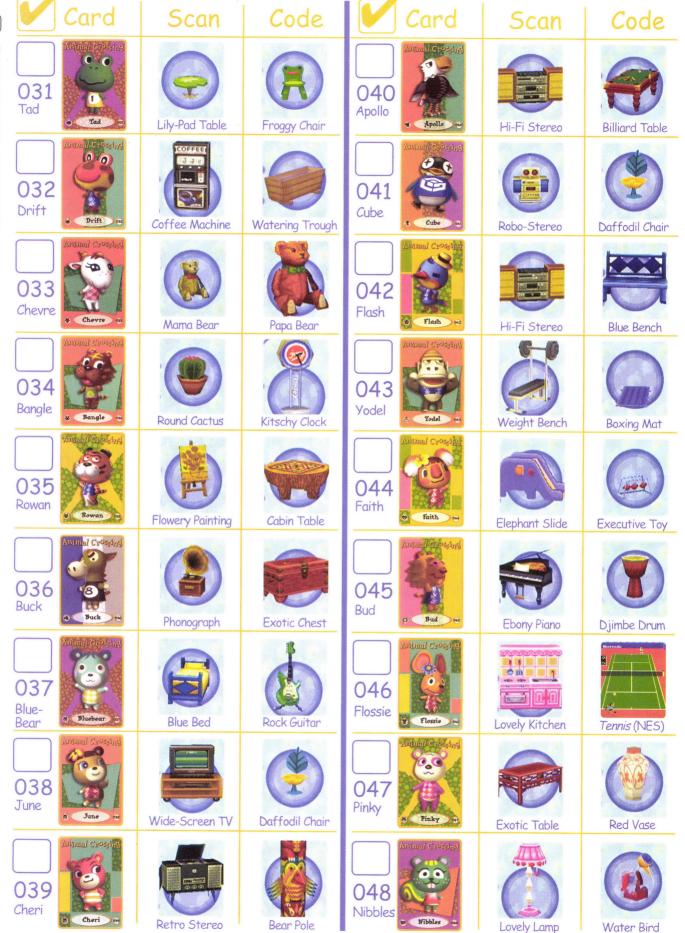
card to one of your townspeople. With a design card, you open up a new pattern to display. Town tune cards make a new melody play whenever you talk to someone in your town.

Use this checklist to keep track of your card collection and to get a sneak peek at what you'll gain.

Character Cards









Design Cards













Town Tune Cards







MO3

DJ K.K.







新聞の記念対道会



The following strategies and tips were excerpted from Prima Games' Official Guide to Dragon Ball Z: Budokai. The full guide is on sale now or check www.primagames.com for availability.

Goku is the hero of *Dragon Ball Z*, the most powerful warrior on Earth and the first to become Super Saiyan in more than 1,000 years.

Power-Up (King Kai x2, x5, x10, Super Saiyan)

Kamehameha (A): 1 Ki Gauge Used

+ A + X

Kamehameha (B): 1 Ki Gauge Used

■,→+■,■,●

Kamehameha (C): 1 Ki Gauge Used

Zanku Fist: 1 Ki Gauge Used

A, A, → + A, A, ●

Dragon Throw:

Near the Opponent

+ X

→+▲,■,■,■,●

STIU The Legen

STUMPED

Hercule mode can be tough, particularly when you need to beat multiple opponents without healing between battles. To save health, turtling is a good idea—block everything until you have an opening, then hit your Dynamite Kick combo.



SUSHI SAYS

With great power comes victory. Do not be afraid to charge up your Ki every time you knock down an opponent, even for

just a second. Extra Ki will allow you to transform quickly, and to pull off the nastiest special attacks in the game.

Named after his adoptive grandfather, Gohan is Goku and Chi-Chi's eldest son. He is idealistic, good, and pure like his father. Gohan reveals his tremendous fighting potential when the Earth is threatened. His heritage—part Saiyan and part human—makes him stronger than if he were of one race alone.

Unlock Potential: With 3 or more Ki Gauges

Masenko (A): 1 Ki Gauge Used

 $A,A,\rightarrow+A,A,\bullet$

X+H+A

Masenko (B): 1 Ki Gauge Used

→+■, ■, →+■, ■, ● Kamehameha (A):

1 Ki Gauge Used

Kamehameha (B): 1 Ki Gauge Used

I, **I**, **A**, **A**, **O**

→+**■**,**■**,**△**,**△**,**●**

■, ■, ←+ ■, ■, ●

Continuous Ki Blast Wave: 2 Ki Gauges Used

Killquick: 1 Ki Gauge Used

Hurricane Kick: Near the Opponent



TUP

Complete each of the sagas in the Story mode to unlock nine new characters. Beat the World Tournament on Adept mode to unlock Hercule, The Legend of Hercule game, and the Advanced tournament. Beat the World Tournament on Advanced and you can unlock Gohan's coolest form, Great Saiyaman.



DROBIES A

TEEN GONIN

This is Gohan a few years after his initial appearance.
His moves have changed somewhat, and he's generally more powerful than Kid Gohan.

Super Saiyan: With 4 or more Ki Gauges

Kamehameha (A): 1 Ki Gauge Used Kamehameha (B): 1 Ki Gauge Used

■, ■, ←+ ■, ■, ●

→+■.■.→+■.■.●

Kamehameha (C): 1 Ki Gauge Used

Instant Killquick: 1 Ki Gauge Used

→+■,■,♦,♦,●

High-Speed Hammer: 2 Ki Gauges Used

Jackhammer: Near the Opponent

E, **E**, **A**, **A**, **O**

Fierce Ranma:
3 Ki Gauges Used

■+X



During high school, Gohan adopts a secret identity when fighting bad guys: the Great Saiyaman. He transforms into the Great Saiyaman with a simple push of a button on his Transformation Band watch.

Justice Finisher: 1 Ki Gauge Used Justice Flash: 2 Ki Gauges Used

Justice Dynamite: Near Opponent

→+**Ⅲ**,**Ⅲ**,**Ⅲ**,**Ⅱ**,**0**

Justice Carnival: 3 Ki Gauges Used → + ▲ . ▲ . ▲ . ●

H+X

Justice Punch:
1 Ki Gauge Used

Justice Kick (A): 1 Ki Gauge Used

Justice Kick (B): 1 Ki Gauge Used



Trunks is the son of Bulma, a headstrong technical genius, and Vegeta, one of the most powerful fighters in the *Dragon Ball Z* universe. His exact age is not known, but he first appears in *Dragon Ball Z* in his mid to late teens.

Super Saiyan: With 3 or more Ki Gauges

Buster Cannon (A): 1 Ki Gauge Used

 $\mathbf{H}, \mathbf{A}, \mathbf{X}$

Buster Cannon (B): 1 Ki Gauge Used Finish Buster (A): 1 Ki Gauge Used

■,→+■,■,●



There is no disgrace in striking down an enemy from behind. Master sidestepping attacks and you'll have no trouble defeating the toughest opponents. Once you find the rhythm, you can sidestep an attack, and then hit your favorite combo to knock your enemy into next week.

Finish Buster (B): 1 Ki Gauge Used

Burning Attack: 3 Ki Gauges Used (After Super Saiyan)

→+■,■,■,▲,●

 $A,A,\rightarrow+A,\rightarrow+A,\blacksquare,\Theta$

Blast Attack: 1 Ki Gauge Used

Rapid Fall Slash: Near the Opponent

 $A,A,\rightarrow+A,A,\bullet$





A strong, powerful Saiyan warrior, Raditz comes to Earth originally to look for Goku, his brother. Angry and intolerant, Raditz can't understand why it has taken so long for his little brother to destroy the helpless humans.

Double Sunday (A): 1 Ki Gauge Used

......

Double Sunday (B): 1 Ki Gauge Used **→**+▲,■,■,■,

Vegeta, a powerful Saiyan, is a "Super Elitist" and a prince, the son of King Vegeta, past ruler of the Saiyans.

Super Saiyan: With 4 or More Ki Gauges $\mathbf{H} + \mathbf{A} + \mathbf{X}$

Galick Cannon (A): 1 Ki Gauge Used

Galick Cannon (B): 1 Ki Gauge Used

■,→+■,■,● Galick Cannon (C): 1 Ki Gauge Used

→+A, **H**, **H**, **H**, **O**

Final Flash: 2 Ki Gauges Used

Saturday Crush (A): 1 Ki Gauge Used ■,→+■,■,●

Saturday Crush (B): 1 Ki Gauge Used

→+**Ⅲ.Ⅲ.**, ▲, ●

Why can't two players

characters from the same memory card? You can get around this by swapping the memory card from slot 1 to slot 2 between character selections, but it's a real drag. **Exciting Year:** 1 Ki Gauge Used $A,A,\rightarrow+A,A,\bullet$

Weekly Special: 2 Ki Gauges Used **→+Ⅲ、Ⅲ、Ⅲ、Ⅲ、●**

Day Crush: Near the Opponent ■+X

Dynamite Monday: 3 Ki Gauges, Used

Final Bash: 1 Ki Gauge Used

Meteor Flash: 2 Ki Gauges Used

Nose Dive Crash: **Near the Opponent**

 $\triangle, \triangle, \rightarrow + \triangle, \triangle, \odot$ **→+Ⅲ,Ⅲ,Ⅲ,Ⅲ,**€ **H**+X



Fellow warrior and Saiyan with Vegeta, Nappa works with Vegeta to destroy Earth.

Break Cannon (A): 1 Ki Gauge Used

Break Cannon (B): 1 Ki Gauge Used

→+▲, ▲, ▲, ←+▲, ●

Giant Attack: 1 Ki Gauge Used

 $A, A, A, \rightarrow +A, \bullet$

Megaton Throw: Near the Opponent

Bomber DX (A): 1 Ki Gauge Used

■+×

Bomber DX (B): 1 Ki Gauge Used

→+Ⅲ.→+Ⅲ.Ⅲ.→+Ⅲ.●

→+▲,■,■,←+■,●

Breakstorm: 3 Ki Gauges Used

 \blacksquare , \blacksquare , \triangle , \odot



Having trouble beating the World Tournament mode, but don't have any rare capsules yet? Don't bother with transformations! Make a custom version of Android #17 or #18 with double strength Power Blitz, or Piccolo with a powered-up Destructive Wave. The simple combos still do lots of damage. It's all about aggression!



Young Krillin studied martial arts with Goku under Master Roshi. He and Goku were rivals; they're now best friends.

Unlock Potential: With 3 or More Ki Gauges

Kamehameha (A): 1 Ki Gauge Used

Kamehameha (B): 1 Ki Gauge Used

■, ■, ←+ ■, ■, ●

Kamehameha (C): 1 Ki Gauge Used

→+■,■,→+■,■,●

BIG BANG:
When fighting shorter

characters—
especially Cell Juniors—
take care not to throw too
many high attacks. If you're
using Hercule, for instance,
his "Hook Kick and Sweep"
combo is a safe bet.

Zanku Fist: 1 Ki Gauge Used

→ + ■ . ■ . ▲ . ▲ . ●

Jackhammer: Near the Opponent

Berserk Fist:
3 Ki Gauges Used

+ X



Master Roshi's rival, Tien, switched sides and became a Z Fighter. He beat Goku at a worldwide martial arts tournament, is able to stop a waterfall with a blast, and can crush rocks on his head. His fighting techniques include hovering in the air, throwing concentration bombs, blinding with flashes of light, and splitting into two or four separate entities.

Ki Blast Cannon (A): 1 Ki Gauge Used Ki Blast Cannon (B): 1 Ki Gauge Used △, △, → + △, → + △, ■, ●

Dodompa (A): 1 Ki Gauge Used

Dodompa (B): 1 Ki Gauge Used

Jackhammer Fist Flash: 1 Ki Gauge Used

 $A,A,\rightarrow +A,A,0$

→+▲,■,■,■,●

Domination Blast: 2 Ki Gauges Used → + ■ ■ ■ ■ ■

Jackhammer Fist: Near the Opponent

H+X

Machine-gun Fist: 3 Ki Gauges Used

→+ A, A, A, ●





Yamcha is a longtime friend and ally of Goku's, though he was once a notorious bandit. He is sometimes accompanied by Puar, his devoted cat companion. He is anxious and willing to be trained by Kami and to join the upcoming battle against the Saiyans, even though he understands the odds are not in his favor.

Kamehameha (A): 1 Ki Gauge Used Kamehameha (B): 1 Ki Gauge Used

Wolf Fang Fist (A): 1 Ki Gauge Used

→+▲,■,■,■,●

Wolf Fang Fist (B): 1 Ki Gauge Used

→+■,■,■,■,●

Wolf Fang Blast: 2 Ki Gauges Used →+■,■,■,▲,●

Wolf Slice Fist: 1 Ki Gauge Used △, △, → + △, △, ●

Tiger Jackhammer:
Near the Opponent





KERCUE

An expert at PR, Hercule has always been a champion at gaining credit for himself. He is not always the tough guy he appears to be...in fact, he can be quite cowardly. He was the World Martial Arts Champion of the previous tournament and manages to win the title again by doing a side deal with Android 18...the other finalist for the championship title.

High Tension:
With 4 or More Ki Gauges

Dynamite Kick (A): 1 Ki Gauge Used

Dynamite Kick (B): 1 Ki Gauge Used

→+Ⅲ,Ⅲ,Ⅲ,Ⅲ,●

→+**Ⅲ**,**Ⅲ**,**Ⅰ**,**△**,**◎**

Dynamite Kick (C): 1 Ki Gauge Used

Hercule Critical Attack: 1 Ki Gauge Used Present for You: 3 Ki Gauges Used

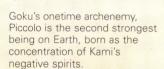
→+▲, ▲, ▲, ●

Hercule Ultra Dynamite: 3 Ki Gauges Used

 $\triangle . \triangle . \rightarrow + \triangle . \rightarrow + \triangle . \bigcirc$

Hercule Miracle Bomber: Near the Opponent

■+×



Power Up (Sync with Nail, Fuse with Kami) With 4 or More (5 or More for Kami) Ki Gauges

Light Grenade (A): 1/2 Ki Gauge Used (Fused with Kami)

M.M. ←+ **M. M.** (6)

+ A + X

Light Grenade (B): 1/2 Ki Gauge Used (Fused with Kami)

→+▲,■,■,←+■,●

Destructive Wave (A):

1 Ki Gauge Used

Destructive Wave (B): 1 Ki Gauge Used

Special Beam Cannon: 2 Ki Gauges Used

→+■,■,→+■,●

→+Ⅲ,→+Ⅲ,Ⅲ,→+Ⅲ. ●

Instant Killquick: 1 Ki Gauge Used

■.→+■,■,●

■,■,▲,●
Demon Roundhouse:

Near the Opponent ■+×



Right off the bat, squeeze up close to your opponent and get ready for the "Fight!" message. Pound on the Punch and Guard buttons, and nine times out of 10, you'll start the match with a powerful throw and a sizable advantage.



FREZX

Haughty, malicious, seemingly invincible, and power-hungry, Frieza has absolutely no compassion, and is feared as

compassion, and is feared as the most

powerful and evil being in the universe. His strength is unrivaled. Upon learning about the legendary Namekian Dragon Balls, Frieza is consumed with a desire to obtain the Dragon Balls, summon the Dragon, and gain his wish for immortality. Then, he can rule the entire universe, unrivaled, forever.

Final Form: With 4 or More Ki Gauges ■ + ▲ + × Death Beam (A):

1 Ki Gauge Used

Death Beam (B): 1 Ki Gauge Used ■, → + ■, ■, ●

Death Beam (C): 1 Ki Gauge Used

Frieza Nightmare: 1 Ki Gauge Used

 $A,A,\rightarrow+A,A,\odot$

→+▲,■,■,■,■,●

Death Ball: 3 Ki Gauges (after Final Form)

→ + ■ . ■ . ■ . ▲ . ●

Meteor Crash:
Near the Opponent

Killer Ball: 2 Ki Gauges Used

→+Ⅲ,Ⅲ,Ⅲ,Ⅲ,●



ZREON

Zarbon is one of Frieza's top two henchmen. Zarbon is a very handsome green-haired fighter. He even catches the eye of Bulma, despite the fact that he's a bad guy. However, Zarbon cannot keep up the flawless appearance forever—he has to transform into a huge reptilianlike creature to beat Vegeta. Zarbon beats Vegeta once, but loses and dies at their second confrontation.

Monster Form:
With 4 or More Ki Gauges

Possibility Cannon (A): 1 Ki Gauge Used

■, ■, ■, ■, ●

Possibility Cannon (B): 1 Ki Gauge Used

■, ■, ←+ ■, ■, ●

Possibility Cannon (C):

1 Ki Gauge Used

→ + ▲ ■ ■ ← + ■ ■

Hyper Elegant Magnum: 1 Ki Gauge Used Missing Screw: Near the Opponent

 \blacksquare + \times

Extra Graceful Cannon: 3 Ki Gauges Used

→+ ▲, ▲, ▲, ●

Super Beautiful Arrow: 2 Ki Gauges Used →+ ■ →+ ■ . ■ . ●

DODORIA

Dodoria and Zarbon are Frieza's top two henchmen. Dodoria is a fat, pink, spiky-headed alien. On Namek, he runs into Vegeta while chasing Gohan, and is killed by him.

Dodoria Beam (A): 1 Ki Gauge Used

Dodoria Beam (B): 1 Ki Gauge Used ■ → + ■ ■ ■ Dodoria Beam (C): 1 Ki Gauge Used

Dodoria Ultra Spike: 1 Ki Gauge Used

→+A. H. H. H. O

A,A,→+A,A,●

Dodoria Big Blaster:

2 Ki Gauges

→+Ⅲ,Ⅲ,Ⅲ,Ⅲ,●

Dodoria Typhoon: Near the Opponent

E.E.A.O



SUSHI

Dr. Gero researched several valuable energy techniques—buy all the capsules as soon as you can, they're very powerful. (Make sure you go shopping with at least 12,000 zenie.)



CAPTAIN GINYU



Evil and powerful, the Ginyu Force is hailed as the most powerful team in the universe. It is composed of five members, each very powerful and possessing unique attacks and fighting advantages. When Dodoria and Zarbon are unable to eliminate our friends and collect the seven Namekian Dragon Balls, Frieza summons the Ginyu Force. Between battles, they enjoy such goofy pastimes as watching soap operas, playing "paper, rock, scissors" to decide who will fight whom, and making bets over chocolate nut bars, their favorite food.

Milky Cannon (A): 1 Ki Gauge Used

Milky Cannon (B): 1 Ki Gauge Used ■ → + ■ . ■ . ●

Milky Cannon (C): 1 Ki Gauge Used

→+A, M, M, M, O

→+Ⅲ,Ⅲ,Ⅲ,▲,●

Body Change: 3 Ki Gauges Used Processed Power Crush:

1 Ki Gauge Used

Ginyu Special: 3 Ki Gauges Used →+ ▲ . ▲ . ●

Parmesan Shower: 2 Ki Gauges Used

→+Ⅲ,Ⅲ,Ⅲ,Ⅲ,●

Ginyu Strike:
Near the Opponent

DESTRUCTION OF A

RECOOME

Recoome Eraser Gun (B): 1 Ki Gauge Used

→+■.→+■.■.→+■.●

Recoome Bomber: 3 Ki Gauges Used → + ▲ . ▲ . ← + ▲ . ● Recoome Max Vulcan: 2 Ki Gauges Used

Recoome

is a big, redheaded brute with great strength. The trade-off is that he's very slow. He's a member of the Ginyu Force, which is hailed as the most powerful team in the universe.

Recoome Eraser Gun (A): 1 Ki Gauge Used



Still getting beat to a pulp in the World Tournament? Remember to keep your back to the center of the ring at all times—ring outs are a really easy way to lose. Keep your guard up, and wait for the openings!

Recoome Buster Magnum:

1 Ki Gauge Used

A.A. A. → + A.

Recoome Hyper Swing: Near the Opponent

■+×



The most dangerous of all Dr. Gero's creations, Cell was created as a genetic experiment in Dr. Gero's lab. He comes complete with a self-destruct feature, a scorpionlike tail that opens up to absorb the energy of his opponents, and instructions to wreak revenge on the Androids that caused Dr. Gero's downfall.

Kamehameha (A): 1 Ki Gauge Used Kamehameha (B): 1 Ki Gauge Used

Kamehameha (C): 1 Ki Gauge Used

Spirit Bomb: 3 Ki Gauges Used (After Perfect Form) →+■,→+■,■,▲,●

→+ △, **□**, **□**, **←+ □**, **●**

→+■,→+■,■,●,●

Ultimate Attack: 1 Ki Gauge Used

H, **H**, **A**, **0**

Negative Power Rain: 2 Ki Gauges Used ▲, ▲, ♠, → + ♠, ●

Lasso: Near the Opponent

■+×



1 Ki Gauge Used

Android 16 is an experimental model. A big, muscled redhaired man, Android 16 is out to destroy whatever he sees. The strong, silent type, he doesn't say much, he is simply super strong. After meeting

his demise at the hands of Cell, Bulma collects the pieces of Android 16 reassembling and programming him to fight on the good side.

Rocket Punch (A):

1 Ki Gauge Used

Rocket Punch (B): 1 Ki Gauge Used

Rocket Punch (C): 1 Ki Gauge Used

→+▲,■,■,←+■,

Devil Crush: 1 Ki Gauge Used

Hell Flash: 3 Ki Gauges Used →+ ■ →+ ■ . ■ . ■

Finishing Splash: 3 Ki Gauges Used

Killing Neck Throw: Near the Opponent



SUSHI

Two words: biological warfare. Once you get Viral Heart Disease and Vaccine, throw 'em together on a custom character to discover one of the cheapest combos in the game. Take this to the World Tournament and watch your opponents' health disappear in seconds.

DESTRUCTION OF A

ANDROLD 17

Androids 17 and 18 are teenage androids. They are responsible for the future threat to the Earth, prompting Trunks to come back from the future to stop them.

Android 17 is a black-haired boy.

Power Blitz (A): 1 Ki Gauge Used

Power Blitz (B): 1 Ki Gauge Used

→+**■**,**■**,**■**,**■**,**■**

Energy Field (A): 1 Ki Gauge Used ■ → + ■ . ■ . ●

Energy Field (B): 1 Ki Gauge Used

→+■,■,■,▲,●

Power Strike: 1 Ki Gauge Used

Power Falling Star: 2 Ki Gauges Used

→+Ⅲ,Ⅲ,Ⅲ,Ⅲ,●

 $A,A,\rightarrow+A,A,\bullet$

Buster Swing:
Near the Opponent



ANDROLD IS

Android 18 is a cute blond girl. Although she never stops being evil, she later softens up a little

Power Blitz (A): 1 Ki Gauge Used

Power Blitz (B): 1 Ki Gauge Used → + ▲ ■ ■ ■ ■ Energy Field (A): 1 Ki Gauge Used ■,→+■,■,●

Energy Field (B): 1 Ki Gauge Used

→+■,■,■,▲,●

 $A,A,\rightarrow+A,A,\bullet$

Power Strike: 1 Ki Gauge Used Power Falling Star: 2 Ki Gauges Used

→+**Ⅲ**,**Ⅲ**,**Ⅲ**,**Ⅲ**,

Buster Swing: Near the Opponent

■+X



Android 19 is an overweight android wearing a funny outfit. He is very passionate about eliminating our heroes and uses all the weapons he can. Androids 19 and 20 are the first androids to come to Earth in the Cell Saga. They are defeated by Vegeta in an amazing show of strength.

Photon Shot (A): 1 Ki Gauge Used

Photon Shot (B): 1 Ki Gauge Used

■,→+■,■,●

Photon Shot (C): 1 Ki Gauge Used



Never underestimate your opponent, or the potential of the different characters. Just because you're not a Super Saiyan doesn't mean you're weak—this leaves plenty of room for useful support items! Load up on armor and senzu beans for tough-asnails fighters.

Power Break: 1 Ki Gauge Used

Cybernetic Pain: 3 Ki Gauges Used →+ ■, ■, ■, ■, ●

 $A,A,\rightarrow +A,A,\odot$

Life Drain: 3 Ki Gauges Used ▲, ▲, ←+ ▲, ●

Rolling Crush: Near the Opponent

■+×

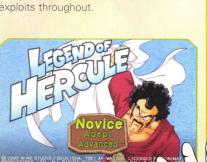
ROBER A

HERCULE



To unlock the Legend of Hercule mode, you must beat the Story mode twice, all the way through, on any difficulty level. After you beat Story mode twice, you must beat World Tournament mode in Novice level. Then, go to Mr. Popo's Skill Shop and buy the Adept level for World Tournament mode. Beat World Tournament in Adept level, return to Mr. Popo's, and buy Advanced level. The Legend of Hercule mode will be available in the recommended slot at Mr. Popo's.

Take Hercule through his very own Story mode and witness the comedic exploits throughout.











GREAT SAIYAMAN REVEALED!







To unlock Gohan's final variation, you'll have to strong-arm your way through the World Tournament and beat the game on the Advanced setting. This is tough stuff, kids, so buckle down and hone those fighting skills as best you can. It's a long way up that mountain....



GAMENO∕W

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THE POWER



Once you collect all seven Dragon Balls, head to the Skills List heading in the Edit Skills section and scroll to the Dragon Balls screen.



you wish to summon the mighty dragon Shenron.

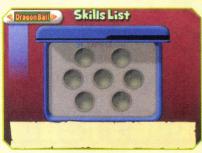


Agree, and you'll be whisked into the presence of this fearsome-looking beast. Despite all the razor sharp teeth and claws, all he wants to do is grant you a wish. Awwwwww.



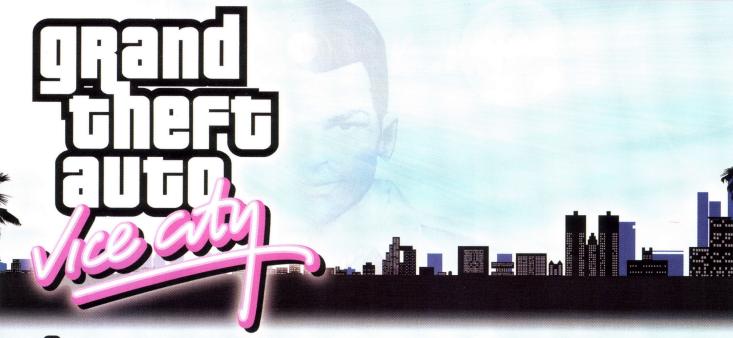
This gives you access to the super secret Breakthrough Capsules! Pick one and prepate to have your wish granted

Capsule in hand, head to the Change Caps screen and scroll to the character whose Breakthrough Capsule you obtained. Place it in the Custom Tray. You now have access to all of that character's skills when you choose Custom from the Character Select screen!



Now you'll have to re-collect the Dragon Balls so you can get the Breakthrough Capsules for the other 22 fighters. See you in a few months!





By Jim Mazurek & Mike Vallas

qeneral strategies

Utilizing Hidden Package Rewards

Those of you familiar with GTA3 probably know how important the Hidden Packages are, but we'll stress it yet again-get them early, get them often. The earlier you can find all 100, or at least 90, the more enjoyable your overall gaming experience will be.

The Value of Pay 'n' Spray

Everyone knows that Pay 'n' Sprays are an easy way to shake the cops. After all, they're only \$100 and your Wanted level is brought down to zero-no questions asked. What we want you to remember is the fact that Pay 'n' Sprays work during the main story missions, of course, but also with the nonstory missions, as well. So if you're ever in doubt as to how you'll escape a certain situation, don't forget to work in a Pay 'n' Spray into the equation.

Get Yourself a Tank

During the Colonel Cortez mission "Sir, Yes Sir!" you can drive the Rhino to the Hyman Condo located on the north end of the west island. As long as you get it into the garage before the timer blows, you're set. Just let it close and the garage will automatically rebuild the tank.

Good Citizen Exploit

Whenever possible, try to catch up with the perpetrators being chased by policemen and knock them down. When you do, you'll be awarded the standard \$50 Good Citizen Bonus. After the initial cash is banked, go ahead and continue to kick the thug while he's on the ground to register \$50 per kick. Time the blows to hit only AFTER the previous cash total is added to your account. If you do it right, you should be able to make at least \$500 to \$600 per bonus.

Sunshine Autos Street Races Exploit

If you've got access to a Rhino by the time you buy Sunshine Autos, here's an easy way to complete all six street races with guaranteed firstplace trophies. First off, bring the Rhino near the starting grid and line the turrets up with your competitors' cars. Instead of starting the race.

simply fire a few shots and completely destroy all the other vehicles in the race. Now you can take your sweet old time and finish with no competition in the



the road to 100%

What you need to complete to earn a 100% completion rating:

- · All Regular Story Missions
- · All Nonstory Missions
- All Asset Missions
- · All Five Assassination Missions (aka pay phone missions) · All Hyman Stadium Challenges
- All Sunshine Autos Street Races
- · All Checkpoint Races (PCJ Playground, Cone Crazy, etc.)
- All RC Races
- Shooting Range
- Knock Off 15 Stores
- · Drop Off 100 Taxi Passengers • Deliver 50 Consecutive Pizzas
- R3 Vigilante Missions (level 12)
- R3 Paramedic Missions (level 12)
- R3 Firefighter Missions (level 12)
- · All 100 Hidden Packages
- All 36 Unique Stunt Jumps
- All 35 Rampages
- All Other Properties Owned

Reward for earning 100%:

- · 200 Health
- 200 Armor
- · Infinite ammo for all weapons
- 2X armor for all vehicles
- · Three hirable sidekicks
- "Frankie" outfit



And yes, the T-shirt does say, "I completed Vice City and all I got was this lousy T-shirt." Excellent!

the ultimate arsenal

Although there are well over 30 weapons for your enjoyment in this game, you can hold only one weapon from each class at any given time. The following choices make up our "ultimate" list, picking only the absolute best all-around weapon from each class. So if you've got the money and the means, equip yourself with the following items and don't ever look back!

Brass Knucks



Golf Club



Grenades



Colt Python



SPAS12



MP5



Colt M4



R. Launcher



PSG-1

reamedic

Reward: Infinited Dash Addition



These are arguably the hardest of all R3 missions because of the awful ambulance handling

· For best results, start this mission near the Shady Palms

Below is an itemized list of quick

through the Paramedic missions

find an ambulance and hit the R3

button once inside. To complete

ment, you'll have to reach Level

tips that should help you blast

Hospital. The south side of the island is much too complex, making navigation even more difficult.

- Some players find it helpful to drive in first-person view because of the reduction in collision-detection sensitivity.
- Use the in-game map to plan out the fastest route for all pickups and deliveries.
- The ambulance holds only three people at once, so take that into consideration when making pickups.
- Use the handbrake for cornering!
- Use the sirens to redirect traffic blocking your path.
- Always try to drive on the right side of road, but hug the inside lane so all cars move out of the way as opposed to in your way.
- When dealing with patients on the beach, always look for a palm tree at your entrance. Try not to cut across the beach because the bumpy terrain could cause the ambulance to flip.

Reward:

Vigilante

This list of tips will help you complete the Vigilante R3 missions. To start these missions find a Police Car, Enforcer, FBI Rancher, FBI Washington, Rhino, Miami Vice Cheetah or Hunter, get inside, and hit the R3 button. To complete the Vigilante R3 mission requirement. you'll have to reach Level 12.



160 Man Armo

If you can afford to wait until you find all 100 nackages, this mission's a cinch with the Hunter

Reward: Parmanant Flourooffing

Believe it or not, this angle gives you the

best chance at putting out every single

flaming passenger

• If you have a Rhino, this mission is simple. Blow everyone up.

• If you don't have a Rhino, go ahead and steal a Cheetah from the Miami Vice dudes and keep a spare stolen one in your garage just in case your original one gets destroyed.

Reward:

- Obviously, repaint your cars at the Pay 'n' Spray if your Wanted level and/or vehicle damage gets out of control.
- Keep a supply of subgun ammo handy for drive-by shootings.
- Always shoot out the tires of enemy vehicles to slow them down.
- · Focus on ONE vehicle at a time!
- Shotguns spell near instant death for your car, so try and stay away from them
- When enemy cars stop, stay a distance away to see what sort of weaponry they're packing. Scout first, shoot later.
- If you're extremely spoiled and have access to a Hunter, this mission's a gold mine. Unlimited chaingun and rockets? Puhleeez!

taxi

Taxi missions are the easiest of all R3 missions, but they do require a significant time investment to complete. In order to finish the missions, you'll need to drop off 100 nonconsecutive passengers. You can check how many you currently have on your in-game menu.

· Only start Taxi missions in the very center of either island. This

way, you're close to whatever destination pops up first.

- Always use a VC Taxi, as opposed to the '50s-style taxi. These have much better handling, cornering, and acceleration.
- Use the automap to plan quicker routes to drop off passengers.
- . The Pay 'n' Spray Exploit
 - 1) Find a taxi and bring it near a Pay 'n' Spray.
 - 2) Smash it up until the car is smoking WHITE.
 - 3) Start the R3 mission and pick up a passenger.
 - 4) Smash the car into a few walls. The passenger will leave.
 - 5) Respray and you'll still have leftover time from the first passenger on your meter plus the next passenger's time!

FIRETRUCK

The Firefighter R3 missions are the most lucrative of the bunch. offering huge cash rewards. To complete the firetruck R3 missions vou'll need to reach Level 12.

- · Start these missions on the second island. The firetruck can fit in the larger-size garages, plus open the roads to allow for more maneuverability.
- Remember that most passengers will run away from you.
- Always pull up parallel to the blazing car, so you can spray both sides of it simultaneously when the passengers get out.
- Try to keep areas on the opposite side of your firetruck open, so the passengers will run out into them instead of back into an alley or group of buildings.
- After completing a mission, get your hose back to the default position as you ride to the next mission.
- If the vehicle starts to move before you have a chance to put out the fire, spin the hose to see if you can track it. Never follow it until all passengers have been cleared.

Pizza boy missions

Reward: 150 Max Mealth

Contrary to popular belief, this is NOT an R3 mission, but rather its own little element. Don't believe us? Get on a Pizza Boy (located behind Well-Stacked Pizza) and press R3. Well? Told ya! Anyhow, deliver 50 pizzas in a row to complete the mission and earn a nice 150 Max Health permanent bonus. Just remember to toss away any extra pizzas as you pass by the pizza shop. Picking up a full supply is better than driving around with one or two.

the cheats

Text Thrompoliting

These are the easiest of all R3 missions

because they're nonconsecutive.

(Note: We advise you NOT to save with any cheats once you've used them!)

This is not a complete list of all the codes for *GTA: VC*, but rather some of the more USEFUL ones. For a complete list of codes check our Tricks Now section beginning on page 89.

Full Set Of Weapons

R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right,

Health Bonus

R1, R2, L1, Circle, Left, Down, Right, Up, Left, Down Right, Up.

Armor Bonus

GRMENOW

, X, Left, Down, Right, Up, Left, Down, Right, Up.

Lower Wanted Level (By One) R1, R1, Circle, R2, Up, Down, Up, Down, Up, Down.

2X Car Speed

R1, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right,

Perfect Vehicle Handling Triangle, R1, R1, L, R1, L1, R2, Spawn A Rhino (Tank)

Circle, Circle, L1, Circle, Circle, Circle, L1, L2, R1, Triangle, Circle, Triangle.

Flying Cars

Right, R2, Circle, R1, L2, Down, L1, R1.

Drive Cars On Water

Right, R2, Circle, R1, L2, Square, R1, R2.



Real Estate missions, or Asset missions, are not available until you complete the standard Shakedown mission. The Asset missions are purely optional, although highly recommended for their lucrative cash rewards. (Note: Once you complete ALL missions for a particular Asset, you'll be able to collect the amount listed under our Daily Cash column.)



the boatuard

Price: \$10.000

Daily Cash Farnings: 890000

O Checkpoint Charlie -- Reward: \$1,000 and Asset completed

Head down to the water and jump in the Squalo, not the Cuban Jetmax. The Squalo handles much better and has a little bit more stability out on the water. Basically you've got to get through all the checkpoints in 2:30. Make SURE you use the handbrake (R1) when entering tight corners.



Cherru Popper

Price: \$20.000

Daily Cash Earnings: Management Property (1984)



Reward: Asset completed

Deliver 50 "ice creams" in a row, without getting busted. Start the mission by parking the truck and hitting the R3 button to activate the goofy music. The safest way to hit 50 is to stay very close to a Pay 'n' Spray. Repaint the truck whenever you get one star. After you deliver 50, step out of the truck to complete the mission.



Stay near this Washington Beach Pay 'n' Spray. Don't ever get more



POLE POSition CLUb

Price \$30 000

Daily Cash Earnings: Management Property 1988

(No Mission Title)

Reward: Asset completed

Go to the back of the club and enter the first door on the left. Once inside, you'll notice your cash goes down \$5 every few seconds or so. To complete the mission, spend \$500 and leave the club.



(aufman cabs

Price: \$40 000

Daily Cash Earnings: A Tarrings

O V.I.P.

Equip a submachine gun (MP5, Tec9, UZI, or Ingram) and head straight for Starfish Island. When you're there, stop in the pink bubble and honk your horn. Someone from the rival cab company will jack your customer, at which point you need to use the L2 and R2 buttons to pump his cab fulla holes. When it gets pretty damaged, the VIP will bail and jump in your cab. Drop him off at Escobar Airport to complete the mission.

2 Friendly Rivalry - Reward: \$2,000

The object of this mission is to drive around town and destroy three rival cabs. You can use any means possible to do this, since there's no time limit, although we found it easiest to use the submachine gun in Drive-by mode. An alternative is to simply ram them to death, but that just takes too much skill now, doesn't it?



In drive-by mode, the MP5 makes quick work of rival cabs.

© Cabmaggedon

Reward: \$5,000 and Asset completed

When you make it to the docks and honk for Mercedes, she won't be there. Instead, six rival cabs will try to take you out, and it's your job to survive for one minute while they do so. The best technique is to simply drive in circles, forcing them to hit the poles and each other as much as possible. When the special "zebra" cab comes out, get out of your car and launch a few rockets its way.



interalobal films Price: \$60,000

Daily Cash Earnings: 877000

Recruitment Drive -

First off, find yourself a PCJ600 and go meet Candy Suxxx. When vou do, a car full of lamers will show up and start shooting at you. Don't worry about the goons, just follow the guy driving the car. Once you're on his tail, let out a few bursts from your submachine gun (which is why we recommended the PCJ600) and his car will explode. Head back for Candy and pick her up. Take her to the pizza place, pick up Mercedes, and head back to the studio to complete the mission

Dildo Dodo

Reward: \$2,000, and respawning Skimmer This is probably one of the most relaxing missions in the game. Basically, you have to take the Skimmer from behind the movie studio and fly it through all the checkpoints that pop up on your radar. There's no time limit, but you do have a limited amount of fuel to complete the task. Just make sure you don't crash into any of the skyscrapers and you'll



Take your time when going for the checkpoints-there's no rush. Learn to let off the throttle and "glide."

Martha's Mug Shot

Reward: \$4 000

Get in the Sparrow and follow Candy to the Mayor's place of residence. Once she's inside, take the Sparrow across the street and park it on the beach behind the hotel near the side-door entrance. MAKE SURE you park the Sparrow in the back of the hotel, not the front. Take the steps to the very top of the hotel and out to the balcony area. Snap three photos of Candy and Martha. You'll have five stars



Snap three quick photos from the hotel balcony across the street And ves, he's a freakazoid Mayor.

at this point, so head back down the stairs and back to your chopper as quickly as possible. If you parked it in the rear like we told you to, it should be an easy flight back to the movie studio to complete the mission.

G-spotlight

Reward: \$8,000 and Asset completed

Grab the PCJ600 and head over to the office-building area (check your map). Once there, hit the first few pink goal areas and take the PCJ600 onto the elevator. You can either try to make these jumps for real (not too hard), or you can crash on purpose and do this the easy way. You see, the rules in this game were made to be broken, folks. With that in mind, grab yourself the Sea Sparrow (or any



Once you initiate the mission with the PCJ600, dump it and you can hit every single checkpoint with a heliconter.

helicopter) and forget about jumping around with the PCJ600. Just fly from checkpoint to checkpoint, taking your sweet old time (because you have until 7:00 the next morning), until you finally get to the spotlight. Once there, land the chopper and enter the final goal area on foot.



sunshine autos

Price: \$50,000

Daily Cash Earnings: (\$1)(1)(1)



Spilling the Beans

4 Hit the Courier -

PRINT WORKS

Price: \$70,000

Daily Cash Earnings: 8730000

Sunshine Autos has four separate lists of cars that you'll need to steal if you want to fully complete this Asset. You'll get \$500 for returning each car on the list, plus a \$20,000 bonus and an increase on your "Daily Cash" for every completed list. Completing each list also yields a new car, which will be subsequently available from Sunshine Autos whenever you need it. This is the best bang for the buck based on your initial investment!

Take a taxi to The Malibu Club, talk to Kent Paul, and head down to

to shoot guards if they're absolutely in the way. Get back to the Print Works and the mission is complete.

Works to complete the mission.

the docks. Bring a fast car, and leave it parked in the grassy area alongside the boat. When you make the rush for the top, stop only

Reward: \$5,000 and Asset completed

1 List I













Q List II

Reward: \$20,000 and Daily Cash @ \$4,000















@ List III

Reward: \$20,000 and Daily Cash @ \$6,500



Sandking



O List IV

Reward: \$20,000 and Daily Cash @ \$9,000













the maribu crub

The best strategy here is to avoid all the "chicks with guns" by hiding behind one of the nearby hangars. When the chopper lands, take out the courier and grab the plates. Escape using the same "back door" entrance you came in, and hightail it back to the Print

Price: \$120.000

Daily Cash Earnings: 8000000

• No Escape?

Reward: \$1,000

First, head down to the Washington Beach Police Department and park your car on the grass to the right of the building, pointing south. This is important—don't forget this step! Next, grab the cop outfit from the locker room inside the station and snatch the key card from the upstairs office. Bust Cam out of his cell—the alarm will go off and the entire building will go hostile. Instead of blasting your way out and worrying about picking up Cam, just run as fast as you can and jump in your car. Take it to the nearby Pay 'n' Spray, then go back and pick up Cam when you have no stars. He'll still be there!

2 The Shootist

Basically, try to get 30 to 35 points in the first round, 13 to 15 points in the second round, and at least 10 points in the final round. If you can do just those bare minimums, you'll meet the required 60 points and pass the mission.

1 The Driver

Reward: \$3,000

Since you start this mission already inside the Sentinel, there's really no way to cheat your way out and grab a faster car. Put it this way: If you hit even one pole or spin out even once, just reset the mission, because there's no way in hell you'll ever catch Hilary. You'll have to stay smart, make quick decisions, and get lucky about how the A.I. handles the turns.

Reward: \$50,000 and Asset completed O The Job -Once you're into your "Bank Job" outfits, enter the bank and start taking out security guards as needed. Specifically, kill the guards near the safe, then get the bank manager and bring him back for Cam. Once the alarm is set, avoid the ceiling tiles as the SWAT team drops CS gas into the room. Once you've killed all the guards, sprint outside and watch Hilary get shot down. Steal a car and hightail it to the closest Pay 'n' Spray to get rid of your stars



non-mission based assets

The following Assets are non-mission based and—except for the Vercetti Estate—are available for purchase as soon as you start the game. Listed for each piece of real estate is the purchase price, along with what sort of benefits it offers. (Note that ALL offer Save Points, which we didn't list.) Unfortunately, none except for the Vercetti Estate have Daily Cash to look forward to.

and complete the mission.

☐ Vercetti Estate (\$N/A)

- Hidden Package weapons and items appear
- Sea Sparrow appears if unlocked
- One two-car garage
- Helipad with respawning Maverick
 \$5,000 Daily Cash (after "Cop Land" mission)

☐ Hyman Condo (\$14,000)

- Hidden Package weapons and items appear*
 Two two-car garages, one four-car garage
- Helipad with respawning Maverick
- ☐ El Swanko Casa (\$8,000)
- · One one-car garage

Ocean Heights (\$7,000)

- · One one-car garage
- ☐ Links View Apartments (\$6,000)
- · One one-car garag
- ☐ 1102 Washington Street (\$3,000)

☐ 3321 Vice Point (\$2,500)

☐ Skumole Shack (\$1,000)

(* Note: Your Hidden Package rewards will NOT show up at the Hyman Condo if you found your packages AFTER you bought the unit—it's a bug. If you found all the packages BEFORE you bought the Hyman Condo, however, you'll have no problems seeing them appear.)

- Each numbered icon represents one package that is cross-referenced to a text description on the next page. You can gather them in any order you like.
- The chart to the immediate right of this text shows the rewards that will appear at your base as you collect the Hidden Packages. New rewards unlock in increments of 10 packages each. At 10, you'll get the the Body Armor; at 20 the Chainsaw; at 30 the Python, etc. (Note: Special Vehicle locations are noted as well.)





WWW.GAMENOWMAG.COM

Find ALL 100 with this chart!

Text Cross-Reference

Because we're a little short on space, we were forced to make these descriptions short and to the point. When used by themselves, the text tips aren't very useful. And if the map is used by itself, it isn't very useful either. But together, cross-reference each text box to each labeled icon on the map and you'll have yourself a *sweet* ol' time finding all 100 Hidden Packages in record time, guaranteed!

	On top of the only wooden platform without a roof, in the water		On the very corner of the beach behind the Jocksport sign		Behind the Romero Funeral home, in the alley	
	Out on the water, in the very center of the rocky outcropping	36	Behind the yellow building on the deck area	70	On the roof of the L-shaped building, next to the air conditioners	
3	On the back steps of the house near the helipad	37	On the east side of the mall, inside, on the second floor next to the "for sale" signs	71	Behind the wooden fence near the trees	
	In the lighthouse stairway	38	Inside the mall, on the second floor of the Gash store	72	Inside the Laundromat behind the clothing racks	
	On the north side of the underground car park, in a corner		Inside the small, indented alley area outside the North Point Mall		On the staircase of the green house that's up for sale	
<u>6</u>	Behind the building, around from the Rampage	40	On the first-floor parking deck of the mall	74	In the garbage area of the white building	
7	Underneath the road; you need to walk around the little corner of the bridge		Down the dark alley, behind the building	75	Up on top of the Kaufman Cabs billboard sign	
8	On the roof of the building	42	On the rooftop of the center building, inside Interglobal Films Studios		Inside the deli, behind the counter	
9	Between the pink and blue buildings, next to the Body Armor icon		Inside the northern movie-set building	77	On the roof of the corner building, near the Rampage icon	
	On the roof of the building		In the back of the house, on the dark green balcony area		On the very top floor, inside the Sunshine Autos building	
	Near the back railing of 1100 Washington	45	Inside the Haitian hideout, in the small room you can only "fall" into	79	In the very center of the four cylinder-shaped tanks	
	Underneath the corner of the bridge area		Under the bridge leading to Vice Point		In between the two trailers	
	On the roof of the tall building		By the northern tip of the driving range	81	In the group of condos, behind one of the small doorway blocks	
	On the lifeguard lookout hut		Inside a sand trap		On the deck, east side of the boat	
	Inside the police station, upstairs, in the back of the office	49	On the mini-island in the center of the pond area		Right underneath the VC Port Authority sign	
16	Underneath the orange awning, next to the orange building	50	On the center of the small wooden bridge that connects to the golf course		On the main deck, toward the bow of the boat	
	In the northern corner of the pastel-colored room full of doorways	51	At the very end of the staircase near the water		Inside the abandoned back office of the	
	Underneath the bridge leading to Starfish Island		In the crack behind the pool	86	Right in front of the door	
	Behind the Spand Express building		Up on the deck behind the house		On the roof of the building, right next to the control booth	
	In the industrial area, up on the very tip of one of the red I-beams		In the mini-pool connected to the larger pool		Smack dab in the center of the helipad	
	On the tip of the dock behind the condos		Inside the front-door area of the house	89	On the roof of the airplane hangar	
	On the roof of the building, adjacent to the pool in the corner		On the outside rim of the white building, next to the water	90	On the roof of the passenger terminal	
	In the parking lot of the Malibu Club	57	In the very center of the elevated statue		Above the tail of the plane	
24	On the roof of the building, next to the pool		Follow the alley in front of the Hyman Condo; in the back corner		Below the tail of the plane	
	By the pool, in the center	59	Outside the Hyman Stadium, in the corner, near the water	93	Underneath the wing of the plane, inside the hangar	
26	Inside Well-Stacked Pizza, right next to the main counter	60	Inside the tiny little underground parking lot entrance, right next to the hospital		Behind the airport fire station	
27	On the south side of the white building behind the staircase		On the top of the VCN building, next to the helipad	95	Inside the building, in the front corner behind the pillar	
28		62	Inside the white office building, next to the computer		On the roof of Escobar International Airport	
29	By the rear entrance to Mercedes' condo	63	Near the Moist Palms Hotel; in the back, behind the ramp	97	Inside the airport on the second floor, near the poster in the east gate	
30	On the roof of the building next to the ramp	64	On the outside perimeter, near the water, next to the post		Behind the group of airport billboards	
31			In Phil Cassidy's Place, inside the red shack	99	Underneath the plane at the very end of the strip	
32	On the very tip of the triangular deck area of		Inside the small foyer area below ground		Right behind the Fort Baxter Air Base sign	
33	Behind the building, on the very top of the		In the recess on the roof of the building			
34	Right along the sidewalk near the water, by the bridge to Prawn Island	68	Up on top of the single staircase behind the house			

Rampages & Unique Stunt dumps

Unlike the Hidden Packages spread, this section covers two separate groups of secrets: all 35 Rampages and all 36 Unique Stunt Jumps. Also unlike the Hidden Packages, there are no rewards for completing these secrets, other than incrementally larger amounts of cash, and completion percentage, of course.

 Use the text tips and check boxes on the next page to help you keep track of which ones you've already completed.



You'll get \$50 for the first Rampage, and the reward increases by \$50 per challenge, all the way up to \$1,750 for the 34th Rampage, plus a \$10,000 bonus for completing them all.



You'll get \$100 for the first Unique Stunt Jump. That increases by \$100 per jump, all the way up to \$3,500 for the 35th jump, plus a \$10,000 bonus for completing them all.



Rampages

Rampages are a series of minichallenges during which you'll need to kill a certain number of gang members or destroy a certain number of vehicles in two minutes, using an unlimited amount of a specified weapon. You'll earn more and more cash for each completed Rampage, starting at \$50 and going up in increments of \$50 per challenge. It's important to always attempt Rampages with maximum health and armor, and save after every successful completion. If all else fails, break out the Rhino or Sea Sparrow!

¬ G	ioal:	On the square wooden platform Destroy 10 vehicles / R. Launcher Use the Sea Sparrow's chaingun	Location: Goal: Tip:	On the dock next to the bridge Kill 20 gang members / Chainsaw Use cops to delay gangsters		Location: Goal: Tip:	Behind the house, near fence Kill 30 gang members / Tec9 Absolutely use the Rhino for this!
¬ G	ioal:	In the gravel area near lighthouse Kill 30 gang members / Molotov If you're fireproof this is a cinch	Location: Goal: Tip:	Behind the building in the corner Kill 25 gang members / Python One-hit kills, this one's a joke	26	Location: Goal: Tip:	Inside the ghetto playground Kill 25 gang members / Shotgun Pretty easy, just strafe 'n' blast
¬ G	ioal:	On the beach Run over 30 gang members / Car Use Helicopter blades to chop	Location: Goal: Tip:	Inside mall, 2nd floor, in planter Kill 30 gangsters / Rocket Launcher Stay away from railings, boxes		Location: Goal: Tip:	Behind the red building on ramp Kill 10 gang members / Katana Use the building corner as shield
¬ G	ioal:	On the parking garage Kill 25 gang members / PSG1 Look for respawned enemies	Location: Goal: Tip:	East side of the mall, outside Kill 30 gang members / M4 Use first-person perspective		Location: Goal: Tip:	On the roof of the tall building Kill 20 gang members / Sniper Rifle Look for respawned gangsters
¬ G	ioal:	Near the condos, behind tree Kill 10 gang members / Katana Use the run 'n' slice attack	Location: Goal: Tip:	Across from mall, near waterfront Drive-by & kill 30 gangsters / UZI Have a car ready, drive in circles		Location: Goal: Tip:	On the roof of the building, in corner Kill 20 gang members / Ruger Use first-person perspective on roof
¬ G	ocation: ioal: ip:	Near pink building, behind wall Kill 20 gang members / Chainsaw Only go for groups of five or more	Location: Goal: Tip:	At the top of the staircase Kill 40 gang members / Molotov Lob cocktails from one position		Location: Goal: Tip:	Next to the Hooker Inn, by tree Kill 35 gang members / Grenades Make use of splash damage
☐ G	ocation: loal: lp:	At the top of the staircase, on grass Kill 25 gang members / M4 Stay crouched in first-person view	Location: Goal: Tip:	40 feet from the statue Kill 30 gang members / Minigun Hit cars to trigger chain explosions		Location: Goal: Tip:	On the boat behind pillar Destroy 15 vehicles / Rocket Launcher If you've got a Rhino, use it here!
ig G	ocation: Goal: Tp:	On top of Washington Mall Kill 25 gang members / Shotgun Jump down into the mall for kills	Location: Goal: Tip:	At the very top of the stairway Kill 25 gang members / Python Um, right like, <i>shoot</i> people		Location: Goal: Tip:	In airport main building, 1st floor Kill 25 gang members / SPAS12 Full-auto blast with the SPAS, easy
¬ G	ocation: Goal: īp:	Near the pink building Kill 25 gang members / MP5 Use cars as cover, strafe	Location: Goal: Tip:	Next to the Hyman Stadium h-pad Kill 30 gangsters / Flamethrower Sweep back and forth with flames		Location: Goal: Tip:	On the airport roof Destroy 12 vehicles / Rocket Launcher Use the Rhino to, like, ram stuff
¬ G	ocation: Goal: īp:	Behind building in the corner Kill 30 gang members / SPAS12 Come on, anyone can do this one	Location: Goal: Tip:	In the back alley of the music store Drive-by & kill 35 gangsters/ UZI Drive in circles and fire, never stop	34	Location: Goal: Tip:	East side of the military base Destroy 15 vehicles / Minigun Camp the dropoff area by airport
¬ G	ocation: Goal: īp:	On the top diving deck near pool Kill 10 gang members / PSG1 Pan back and forth a lot	Location: Goal: Tip:	Behind the Moist Palms Hotel Kill 30 gang members / M60 Get into position and hose away!	35	Location: Goal: Tip:	Behind the villa Run over 35 gang members / Car Use helicopter blades to mop up
_ G	ocation: Goal: īp:	On the grass near waterfront Drive-by and kill 35 gangsters / UZI Have a car ready, drive in circles	Location: Goal: Tip:	Up in the corner, near waterfront Kill 35 gang members / SPAS12 Strafe with the SPAS, no problem			

unique stunt jumps

Unique Stunt Jumps are a series of special ramps hidden throughout Vice City. When you hit these special ramps, you'll initiate a slowmotion sequence, which shows you that you've started the stunt. If you achieve the correct distance and/or land it correctly, you'll complete the stunt and earn the cash. The rewards start at \$100 for the first jump, and increase by \$100 per jump until they hit \$3,500 for the 35th jump. At jump 36, you'll get a \$10,000 bonus for completing them all. Remember to use the PCJ600 exclusively when attempting any of the Unique Stunt Jumps, since it's got the best combination of size, acceleration, and maneuverability for the task at hand.

- This is the first of two jumps on the docks. Hit both jumps in one swoop.
- This is the second of two jumps on the docks. This is the second of two jumps on the docks. You have to hit the first one to get to this one.
- . This ramp is the white staircase leading up to the locked office area. Launch hard!
- This jump is on the roof of the very next
- 🗇 building. Hit it as you steer slightly left. ► Get to the top of this Ocean Beach parking lot
- and jump off the ramp pointing south.
- On the roof of the Washington Mall parking On the roof of the vvasnington lot, jump the ramp facing east.
- ► While on the roof from #6, jump the ramp on
 ☐ the far left.
- Hit the small stack of pallets in the alley. Get
- some incredible speed for this one.
- This is another small stack of wooden pallets, this time going in the opposite direction.
- In the alley, start by the Police Bribe and hit the staircase heading due south.
- Start in the grass near the beach and hit the staircase heading west over the police station.
- In the alley, hit the staircase on the right side while facing south.

- ► This one is the very first wooden ramp (point-ing south) in the PCJ Playground mission.
- This one is in the form of a small ramp made of mud, heading due east.
- ▶ When you land from #14, you'll pass up a cement ramp. Jump it across the river.
- Get to the very top of the construction siteand launch off the girder facing north.
- ▶ Speed up using the grassy area and launch over the bridge using the cement ramp.
- Back up to the very corner of this wall (across
- ► Back up to the very corner of this wan to ☐ from Malibu) and launch over the river.
- ► Use the access ramps in the back alley to jump over the entrance of the movie studio.
- This ramp uses the side staircase of the orange house. Get speed from the alley.
- Hit the tall white staircase and jump onto the 7 roof of the Ammu-Nation.
- Take the elevator up and jump through the glass to the next building.
- ▶ Jump from the the top of the hospital to the
 □ roof of the electronics store.
- This is the final ramp that leads to the spotlight in the "G-spotlight" mission.

- In the alley, hit the wooden ramp that leads to the floating Police Bribe.
- Hit the wooden ramp (with speed) near the other floating police bribe. Tough one.
- Launch from the medium-size wooden ramp
- over the broken-down school bus. On top of the cafe, hit the downward sloped
- V-ramp with some serious speed. Hit the wooden ramp facing south behind the
- Vice Surf billboard.
- Hit the mobile stairway leading over to the ☐ Vice City Transport Police Building.
- ▶ Hit the small set of mobile stairs and clear the airplane entrance walkway.
- Go full bore down the runway and hit the ramp on the left, sending you over the road.
- Hit the small set of mobile stairs and clear the airplane entrance walkway.
- Again, hit this small set of mobile stairs and
- clear the airplane entrance walkway. The ramp is actually the small yellow sign on the east side of the radar dish. Hit it hard.
- On the opposite side of the red radar dish, hit the small set of mobile stairs.

ortional Races and Stile events

In addition to the plethora of Asset Missions and R3 Missions that we've already shown, there are a few optional races and side events that don't fall into those categories. The following two pages ARE those missions. (Note that the Hyman Stadium contains three special events, and is only open from 20:00 to 23:59.)





TOP FUN RC MISSIONS

There are three "Top Fun" vans parked throughout Vice City. When you get inside one of them, they start up a bonus mission that involves a remote-controlled (RC) vehicle.

O RC Bandit Race

Located on the northern tip of Washington Beach, you'll race against three other RC cars in a two-lap race. The key here is to get ahead early—FAST. Always hug the inside corners, and only make slight turns—the controls are VERY touchy!

RC Baron Race

You will find this race on the top parking deck of North Point Mall. Like the RC Bandit race, try to get ahead quick. To get an early speed boost, gain altitude and make a quick dive to gain an INCREDIBLE amount of speed! Repeat as necessary.

3 RC Raider Pickup

Found in Escobar International, this mission is NOT a race. Pilot your RC Heli to the various checkpoints, and remember to take your time. It's very easy to lose control and crash this li'l bugger, so stay focused.







hyman stadium challenges

Between the hours of 20:00 and 23:59, you can enter the Hyman Stadium for the following three challenges. Only one appears per day—and you can tell which one it is by checking the billboard.

Hotring Racing

This is a difficult mission to win because of the sheer number of cars on the track. Your best method is to hug the inside of the track and pray you don't get smacked around. Whatever you do, do NOT make a pit stop during the last three laps.

2 Dirt Ring

This is the most frustrating mission in the game, bar none. Luckily, there's no time limit. Just finish it, and don't worry, because it won't affect your completion percentage. The faster you complete the mission, the greater your reward.

Bloodring

Concentrate on surviving for one minute, and don't be distracted by earning bonus cash for destroying other cars. If you beat it swiftly, there will be two Bloodring Bangers outside the Stadium!







offroad Race track

Trial By Dirt

Complete two laps with the Sanchez to complete this mission. On the second lap, it rains. Cubans will pursue you, but will only attack if you're off your bike. Don't follow the road, and cut corners when you can.



Pass the barrels and dart directly across the grass to avoid this entire stretch.

Test Track

Complete two laps with the Rancher to finish this mission. Make certain your center of gravity is stable—it's easy to flip. Don't make any sharp turns, and abuse the handbrake like a madman to win.



Take your time and keep the truck stabilized after hitting a bump (to prevent flipping).

checkpoint Races

PCJ Playground

You'll find the PCJ by the hotel. Don't hit every jump full-throttle until the last jump. For that one, attack it just like the Unique Jump—get a good boost from the alley across the street.



Collect the rooftop markers on your first run and you'll have extra time toward the end.

Cone Crazy

The Stallion is on top of the Ocean Beach Car Park. Just hit the checkpoints without hitting the cones, and it's yours. First, hit the two on the ramp—this will give you enough time to get the next three with ease.



Collect the first two markers on the top of this ramp to make this mission easier.

Game_Now@ziffdavis.com, with

your name, address, and phone

number. For complete rules, see

the subject heading "Vice City

Contest." Be sure to include

SPARROW SKILL TIESTS

Although you do collect check-points, these four are definitely NOT races. Just take your sweet of time. You'll find them on the rooftops of Ocean Beach, Vice Point, and Little Haiti. The Downtown test is found near the entrance to the office for the G-spotlight mission. (Note: These won't appear until later in the game, so don't search for them right away.)



These are some of the most enjoyable missions in the game. Take your time!

FONTEST!!!

So, you think you know your way around Vice City? Be the first to correctly name the districts where the five items below are located, and win a *Vice City* Official Soundtrack Box Set!









Send answers to

page 107.



77

ffems@Wearons

- The Item locations are pretty self-explanatory. If you see a Health icon, there's Health there. If you see a Body Armor icon, it's Body Armor. The labels are as precise as we can get with a map this size, so take that into consideration when you're out looking for them.
- Take note of the Weapons, and that we've used the icons from the weapons chart on the next page to label their locations.





item descriptions



Pretty self-explanatory. The Health pickups give you a refill on your current max health. Whether it's 100 (standard), 150 (after Pizza Boy "R3" mission), or 200 (after reaching 100 percent complete on your meter), the health pickup brings you to max.



Body Armor

This works as a sort of secondary life bar, and defaults at 100 armor. When you beat the Vigilante "R3" mission, you'll bring the max up to 150, and when your completion meter reads 100 percent you'll bring the max up to 200. It's a crucial pickup!



Police Bribe

One of your best friends during the game is the Police Bribe. These work by reducing your Wanted level by one star per pick-up, and can only be found (not purchased). Like Body Armor and Health pickups, they respawn after a period of time.



Adrenaline Pill

Adrenaline Pills will slow gameplay down by 50 percent for a period of 60 seconds. They cannot be purchased at stores, but the effects aren't all that desirable for most missions anyhow

Weapon descriptions GH = Ground Hit





Power: GH: No Rate of Atk: Low Price: N/A Comments: The standard punch and kick attacks aren't worth much against armed enemies. Buy a gun.



Brass Knuckles GH: No Power: Rate of Atk: trit Low Price: N/A Comments: These aren't available for purchase, but you can find them as pickups. Awesome upgrade!



Screwdriver

Power: ☆
Rate of Atk: Low GH: No Price: \$10 There's really nothing Comments: great about this weapon. It is fun to mess with for about 10 seconds.



Hammer

Power: & GH: Yes
Rate of Atk: Low Price: \$20
Comments: This thing would be
somewhat decent if it had more than a one-foot attack range.



Baseball Bat

Power: ☆
Rate of Atk: Low GH: Yes Price: \$80 Comments: The standard melee weapon in all respects. Upgrade to a Golf Club or Katana if you can.



Truncheon

Power: ☆
Rate of Atk: Low GH: Yes Price: N/A Comments: Much like the Baseball Bat, this one knocks people down to the ground with force. Solid weapon.



Meat Cleaver

Power: GH: No 22 Rate of Atk: Low Price: \$50 Comments: Uses a three-hit combo similar to the Katana but with 1/4 the attack range



Machete

Power: かな Rate of Atk: Low GH: No Price: \$100 Comments: Another weapon that combos like the Katana, but with about 3/4 the range and power.



Katana

2020 GH: No Power: ঐপর Rate of Atk: Low Price: \$300 Comments: Uses three-hit combos where the third hit is a "poke" with an instant kill ability. Nice weapon.



Golf Club

ជាជាជា GH: Yes Power: Rate of Atk: Low Price: N/A Comments: Has first-hit knockdown power, and the ability to "dash" with the weapon equipped. Excellent!



Chainsaw

Power: オオオ GH: Yes Rate of Atk: High Price: \$ Price: \$500 Comments: Slow to initiate attack, but very powerful. Avoid this weapon if you have a choice.



Tear Gas

Blast: No Power: Rate of Atk: Low Price: N/A
Comments: Very rare, and very Price: N/A lame. These only inflict damage when enemies stand in the cloud.



Molotov Cocktail

Power: メンドル Blast: Yes Rate of Atk: Low Price: N/A Comments: Excellent splash damage against crowds, and works even better when you're fireproof!



Grenade

Power: ACACA Blast: Yes
Rate of Atk: Low Price: \$300
Comments: The most useful weapon in its class, although the applications are very limited.



Remote Mine

Power: **** Capacity: N/A Rate of Atk: Low Price: \$1,000 Comments: Throw these and detonate them on command. You can buy them from Phil's Place.



Colt .45

Power: Capacity: 17 Rate of Fire: Low Price: \$100
Comments: This is the standard Price: \$100 weapon in the game, nothing special. Upgrade as soon as you can afford to.



Colt Python

Power: ਕੈਨੀਨ Rate of Fire: Low trick **Price:** \$2,000 Comments: The best weapon in the game, hands down. Get one as soon as possible to make life easier.



Shotgun

Power: AAA Capacity: 1
Rate of Fire: Low Price: \$500
Comments: Solid spread damage and good penetration in crowds. The worst of the three Shotguns, though.



Stubby Shotgun

Capacity: N/A Power: ਕੈਨੀਨੈ Rate of Fire: Low Price: \$600 Comments: Even better spread than the standard Shotgun, and it packs more punch at close range.



SPAS12

차차차 Capacity: 7 Power: Rate of Fire: Average Price: \$4,000 Comments: By far the best of the three Shotguns, this one fires much like a full-auto shotgun.



TEC-9

Power: Capacity: 30 Rate of Fire: Average Price: N/A
Comments: The crappiest subgun in the game, by far. You can only get this from the Haitians, or from a pickup.



UZI

Power: Capacity: 30 Rate of Fire: High Price: \$400
Comments: The UZI is the weapon of choice for many gang members. It's an average weapon



Ingram MAC-10

Power: & Capacity: 30
Rate of Fire: High Price: \$300
Comments: Just another subgun, in this case with a slightly faster rate of fire than the rest. Same power.



MP5

Power: ☆ Capacity: 30
Rate of Fire: High Price: \$3,000
Comments: The best of all four subguns because of its higher accuracy and controllable rate of fire.



Ruger

Power: ** Capacity: 30
Rate of Fire: High
Comments: One of two guns in the assault rifle class, this one is average in all respects. A good value, though.



Colt M4

Power: 分分 Rate of Fire: High Capacity: 30 **Price**: \$5,000 **Comments:** The better of the two assault rifles in power and accuracy. Keep one of these handy at all times.



Flamethrower

Power: ☆☆ Rate of Fire: N/A Capacity: N/A Price: N/A Comments: You won't be able to buy these, but you're not missing much. Flames only cause trouble.



M60

Power: 소소소 Capacity: 100 Rate of Fire: High Price: \$8,000 Comments: Very effective weapon, shot for shot. We'd still give the edge to the RL in the heavy weapons dept.



Minigun

Power: 分分分 Capacity: 500 Rate of Fire: Insane Price: \$10,000 Comments: This gun has power, but unfortunately, you can't shoot while running with it.



Rocket Launcher

Power: 分分分 Capacity: N/A Rate of Fire: Low Price: \$6,000 Comments: The best of the heavy weapons, the R.L. should be in your inventory at ALL times.

Sniper Rifle

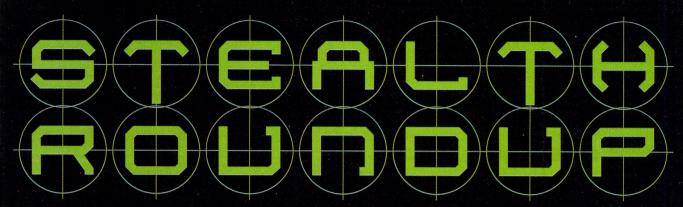
Power: なななな Capacity: N/A Rate of Fire: Low **Price:** \$1,500 Comments: A simple bolt-action rifle with impeccable long-range accuracy. Nice zoom feature.



PSG-1

☆☆☆ Capacity: 7 Power: Rate of Fire: Average Price: \$6,000 Comments: A rather high rate of fire for a sniper rifle makes this the better of the two long-range guns.

GameNOW's



The stealth genre really grew up in 2002. In addition to welcoming back Solid Snake (this time on Xbox in *Metal Gear Solid 2: Substance*), Sam Fisher made his debut in *Splinter Cell*, and streets the world over became a little more dangerous under the watchful eye of *Hitman 2*'s mysterious bald assassin. We're here to help you get under the skins of these antiheroes and teach you the tricks of their trade.



The following strategies and tips were excerpted from *Prima Games' Official Guide to Tom Clancy's Splinter Cell*. The full guide is on sale now or check www.primagames.com for availability.

* Tom Clancy's SPLINTER

The



All field operatives are trained to follow the Four Options. These are methods of dealing with an enemy during a mission, ranked according to priority.

During a mission, your safest option is to avoid contact altogether. If an enemy does not see or hear you, he won't know you are around, sound alarms, or shoot at you. In some places, if the enemy spots you, you fail the mission. You must learn stealth. Darkness is your biggest ally during a mission. Notice that all missions take place at night. This limits the amount of light outside and usually allows for darker interiors as well.

AVOID

Your uniform is embedded with photosensors that detect how much light falls on you. This information is displayed on the stealth meter in the lower right-hand corner of the screen. When the slider is all the way to the left, you are invisible. An enemy could walk right up to you and not see you. However, if enemies see you move into a dark area, they will follow you and search for you in the dark. Remember, part of stealth is letting foes see what they expect to see. If they are expecting a dark, empty corner, that is what they will see.

During a mission, many dark areas offer cover. At times, though, you must create your own darkness. Your pistol is silent; use it to shoot out lights, providing instant concealment. But don't go overboard and shoot out every light you see. You have a limited number of bullets, and shooting lights can attract attention. The sound of breaking glass may alert a guard and prompt an investigation. Therefore, make sure all

enemies are far from the light when you shatter it.
In addition to hiding in the dark, you can take cover behind objects like crates or walls. Even ducking around a corner works. When hiding behind an object, or even just moving around, crouch. You present a smaller, lower target.
Enemies also use sound to find you. Moving while crouched is

quieter than walking upright. Also, speed of movement affects sound. The faster you move, the more noise you make. Note that some surfaces you walk on make noise. Look out for metal roofs, wooden floors, or broken glass. Noise attracts the attention of enemies, causing them to look in your

direction or even walk toward you.

DISTRACT

Sometimes foes are unavoidable, but you can still get past them without engaging them. In some missions, you can throw cans or bottles. Cans just make noise, while bottles break and leave glass around an area. You can throw a can or bottle in one direction to divert guards' attention or lure them away from their positions so you can slip past.

In later missions, you have access to a diversion camera that is fired at a wall. This camera makes noise to attract someone, then releases gas to knock them out. Most often, you will use distractions and diversions to lure enemies into positions where you can incapacitate them.

INCAPACITATE

If you have to remove an enemy from an area, your first choice should be incapacitation. There are a number of ways to accomplish this. The best way is to sneak up behind and grab the enemy. This allows you to put your opponent in a headlock and place a pistol to their head. You can then pull the enemy to a different location,

preferably a dark area, and strike a knockout blow.

Unfortunately, you can't always creep up behind an enemy. Another technique is to get in close, from any angle, and press Fire to attack. This method can be risky. It usually takes two hits to knock out an enemy, so you have to move quickly.

During that time, the

enemy can shoot you or call out for help, so consider this method a last resort.

A number of your devices render an enemy unconscious: the sticky shocker, diversion camera, and smoke grenades. They are all discussed in greater detail in the next section.

Tip: An enemy can revive an unconscious associate.
Therefore, if you knock out someone and cannot hide the body, leave the area or you may have to deal with numerous foes.



TERMINATE

occasions, you are forced to kill an enemy. For this to occur during a mission, Lambert has to confer the Fifth Freedom, which allows for deadly force. For most missions, nonlethal methods work to get around most, if not all, of the enemies. Sometimes, though, you must neutralize an opponent.

A pistol is your basic weapon. The Five-7 is silenced, but it fires a low-caliber round. It is best for head shots at close range. The SC-20K, which you receive during the CIA Headquarters mission, provides more firepower. The key to using these weapons is planning the firefight. Use them when the enemy is not expecting it. Before shooting, find a dark area with some cover, if possible. Set up your shots and think out the

engagement before you fire. For example, if there are two enemies you must

eliminate, decide which to shoot first and then how the other one may respond.

Another lethal weapon is the frag grenade. Frag grenades can be found in some missions or on the bodies of enemies. Use them to take out a group of two or more enemies with a single blast.

The problem with the use of deadly force is that it can trigger alarms or draw additional enemies. That is why it is important to limit the killing and control its effects. As a general rule, before killing someone, you should ask yourself if another option exists. Often, one does.

Tip: After you knock out or kill an enemy, you need to take care of the body. Those who find bodies lying around sound alarms or alert other enemies who come looking for you. It's important to hide the bodies. Either pick them up and carry them to a dark area or shoot out a light to create darkness around the body.

FIELD OPERATIVE Not Assassin

During some missions, you are not allowed to kill or incapacitate any guards, soldiers, civilians, etc. Avoid violence, especially killing. Taking out enemies may seem easy to begin with, but leaving behind a trail of bodies can cause alarms.

When other enemies are alerted, the mission difficulty increases, and you may fail. Remember, you are not a killer. In fact, use of deadly force should be an option only when required by mission objectives or in self-defense.

The tactics provided here should help you minimize violence. However, if stealth techniques fail, prepare yourself. If you use a diversion camera that doesn't knock out a guard and he's aiming a gun at you, pull out a weapon and shoot first. The key is to try to avoid killing in the first place.



e know, we know... Raiden sucks. That's what makes Substance's Snake Tales so cool: They star everyone's favorite MGS antihero, Solid Snake. These new adventures don't intersect with the stories laid out in MGS1 and 2 in any way; instead, they play out like Marvel's "What if?" comic books. You know...like, "What if Snake tried to save Emma instead of Raiden?" or "What if Meryl (from *MGS1*) turned out to be one of the bad guys?" Don't take any of this stuff as canon...these missions are only in Substance for fun.

WRONGDOING

There's a single guard on the roof of Strut A; put your back against the metal boxes and examine the area behind you. Take the guard out, then head toward Strut F.



You're looking for Ames in Strut F; he's hiding in a room on the ground floor. When you find him, he will tell you to find Jennifer, one of many hostages located in the Shell One Core.



On the ground level of the Shell One Core, you'll be able to find a directional microphone in a locker (as shown in pic). Grab it, then head to B1 via the elevator.





Jennifer is one of the youngerlooking female hostages; you can find her by using the directional microphone and listening for the clicking of keys (she's typing behind her back). When you're sure you've found her, press the Action button.



Jennifer will tell you to go to B2 to deactivate a bomb. Go downstairs and head to the office room with the Policenauts poster hanging on a cubicle wall.



Go under the center desk to find the bomb; freeze it.



Now it's time to take on Fatman, located on the top of Strut E. Remember, his head is his only weak point—fire on his body to knock him down, then go into firstperson mode and fire at his skull.



SHELL EVIL

Your goal is to save Emma for Otacon. She's hiding in the kitchen pantry, which is located in Strut C. After a brief conversation with her, guards will start pouring



into the room. Set yourself deep into the pantry...



..then flip to first-person mode and blow away all the bad guys.



You will be told to go to the node terminal in Strut B; check it out.

Now it's time to go back to Strut F; you

have to rescue Emma again. When you

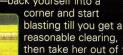
reach that area, you will find her hiding

in a room on the lower level to the right.





Take her by the hand to Strut E. When you reach this location. you'll be bombarded with enemies-back yourself into a





reasonable clearing, then take her out of the room via the exit at the top-left of the screen.

The end of the level repeats the harrier fight from the core game. A few tips: If you're low on health, kneel down to keep your life bar in the blue. Also, make sure to swing down to the second level whenever the harrier is preparing to bomb the top.



CONFIDENTIAL LEGACY | EXTERNAL GAZER

Finally, the face-off fans have been waiting for: Snake vs. his ex-girlfriend, Meryl. To reach her, get to the ship's control room. You'll find the control room by going up every stairwell you come across.



Turns out Meryl is up to no good-she's sided with the bad guys. But at least she's kind enough to let Snake know that he should check the engine room for trouble. Go down every stairwell you come across



Once Snake gets to the engine room, he'll have to disarm some bombs. This does not work the same way as in the core game; this time, you have to advance through the narrow corridor as you shoot each bomb detonator.







inside the corridor on the

The third bomb is on the left side, right next to the



Looks like Snake has fallen into a trap-he's bombarded by guards shortly after he gets past the explosives



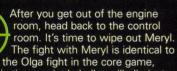
The first set of guards is easiest to deal with in first-person mode.

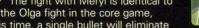


and fire blindly as you run



If you're running low on alth, hide in a side room and kneel down







This is really just a rehash of VR and Alternate missions, but here are a few tips for the tougher parts:

When you take a picture of Gurlugon, use the zoom function on the camera—the photograph won't be accepted if any of the railing is in the



When guards charge you on the strut walkway, run to one of the entrances and switch to first-person mode. This will dramatically increase your chances of survival.



When taking on Gurlugon, first fire at a weak spot with a stinger missile, Then switch to the PSG1 weapon to blast the uncovered target.



The mech bots are easiest to take out by firing first at their knees...then firing into their mouths.





Solidus is not very tough, but the final battle with him requires patience. Continue to strafe around him till he attacks, then jump in with a punch-punch-kick counterattack. Once Solidus' purple bar drops to zero, he'll fall off the ledge and the mission will be complete.

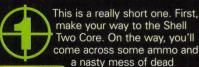


FUN THINGS / CHALLENGES

- 1. How many guards can you knock out at the same time? Pose them and take a
- 2. Don't kill or touch anyone! You'll get a higher score on missions and you can
- learn a lot about enemy movements.

 3. How many Moai heads can you find? There is one on floor B2 of Shell One. Find
- 4. When seagulls are overhead, watch for a bit in first-person view for a surprise! 5. On the tanker, take pictures of everything you find. Otacon will give some good
- feedback on different photos.

DEADMAN WHISPERS



soldiers.





This explosion will let you cross the electrified walkway near the top of the core.

You'll meet with an agent who informs you of Vamp's involvement in this mess. Go to

B1 to face off against that not-



Once you've reached Shell Two Core, gather the Nikita weapon (it's on the left end of the core) and climb onto

them up.

the metal box at the bottom-center of the



core. Fire a Nikita missile and guide it toward the right side of the room. Eventually, you'll reach a room with a set of lockers-blow



If you have any Nikita missiles left, use 'em when Vamp jumps out of the water-that's when he's at his weakest.







quite-human foe.



THE EASIEST WAY TO BEAT THE GAME

Provided by Eidos and I/O Interactive

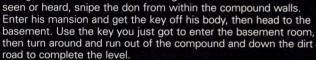


ANATHEMA

#KILL THE DON

#GAIN ENTRANCE TO
THE ROOM IN THE
BASEMENT

Enter the don's compound, then go to the garage and grab the sniper rifle sitting next to the car. Without being





ST. PETERSBURG Stakeout

#KILL THE CORRECT
GENERAL
#DON'T HARM ANYONE
ELSE AT THE MEETING

Get the sniper rifle out of the locker in the train station. Go to the apartment building that's on the map and look through any of the windows facing the

Pushkin building (from here you can see the meeting taking place). Wait for Diana's description of the general and kill the right one. Get back on the train in the station to complete the level.



KIROV PARK MEETING

MAKAROV AND HIS MAFIA BUDDY
Get the car bombs from the pick-up spot located on

the map. Then, go into the sewers and use the map to find the manhole closest to the bottom of the map. Attach a bomb to the underside of the

car parked over the manhole. Next, head to the manhole closest to the top of the map. From here, wait for the limo driver to walk by (he will pee in the corner), kill him, take his clothes, and walk (don't run) to the other limo and place the car bomb on it. Then, get back to your boat to finish the level.



TUBEWAY TORPEDO

#FIND THE REMOTE BOMB #KILL YET ANOTHER GENERAL

First, find the remote bomb and locate the elevator heading into the basement (it's a lot faster if you kill one guard and

(it's a lot faster if you kill one guard and take his clothes). Use stealth all the way down to the bottom level; on the

way, there is a security control box that you should disable. Kill the general in the second basement and talk to the prisoner. Use your map to find the exit. You'll have to blow up a wall using the remote bomb to get into the sewer; it's shown as a point of interest on the map.



HEILL THE FOURTH

Dress up as a waiter, get the poison (a pick-up spot on the map), and take a champagne glass from the kitchen. Poison the champagne and walk up to the

GENERAL

general; he will take the drink. The ambassador will be the only person whose icon on the map is white. Stay with him until he opens the safe. Kill him, take the suitcase, and go back to the boat.



TRACKING HAYAMOTO

⊕KILL HAYAMOTO JR. ⊕PLANT A BUG ON HAYAMOTO JR.'S CORPSE

As soon as this mission starts, head to the front door of the house and kill anyone in your way. Walk right up to Hayamoto Jr.; kill him and everyone else in the room. Plant the bug on his body and run to the exit.



HIDDEN VALLEY

There are really no objectives for his level. Just kill a ninja, take his clothes, and use the underground passage to reach the exit.



AT THE GATES

GET TO THE CASTLE UNDETECTED

If you use a sniper rifle, you

can get to the castle without being seen. Shoot the generator that's on the right side of the castle. Inside are two security panels that you must activate. Then find the exit.



SHOGUN SHOWDOWN

. #KILL HAYAMOTO SR. #SECURE THE MISSILE GUIDANCE SYSTEM

First, stealth your way to the missile guidance system in the museum under the basement. You'll need a keycard to avoid setting off any alarms; all guards carry them. Then head to the top floor and kill Hayamoto.



Get in the helicopter on the ground floor to complete the level.



BASEMENT KILLING ⊕KILL CHARLIE SIDJAN ⊕DISABLE THE

SURVEILLANCE SYSTEM Obtain the smoke bomb from the pickup spot on the map. Set it off



anywhere and head to the fire department room. Dress up like a fireman and you'll be given access to the basement via the stairs. Use your

map to find Charlie in the basement. Next, head to the elevator that's in the basement by the surveillance screen. Shoot the screen and get on the elevator.



THE GRAVEYARD SHIFT

PLANT THE HACKING *⊕***EXIT ON THE SKY**

Locate the system administration room on your map. Go there and snatch the keycard off the desk. Then head to the server room. Place the hacking device on the computer and get to the far end of the



sky bridge to exit the level. Use a silenced gun on this level or you'll have to kill every single guard.



THE JACUZZI JOB

HKILL THE OTHER CHARLIE SIDJAN (TWIN BROTHER WITH THE SAME NAME) STEAL THE MONEY STEAL THE STATUE



This is a small level with only a few guards, so your best bet is just to kill everyone on the level. A machine gun will come in handy. Open the safe (an

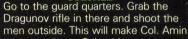
alarm will sound, don't worry about it) and take the money in it. Then grab the statue off the pedestal in the room with the piano. Kill Charlie in the hot tub and call the elevator. A group of security guards will be waiting when the doors open; kill them and get on the elevator to exit the level.

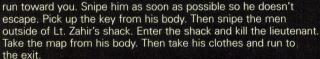


THE BAZAAR MURDER AT

#KILL LIEUTENANT AHMED ZAHIR GET THE MAP FROM THE LIEUTENANT **#KILL COL. MOHAMMAD** AMIN

GOLONEL COLONEL







THE MOTORCADE INTERCEPTION

GET THE .50-CALIBER SNIPER RIFLE FROM YOUR CONTACT #KILL THE KAHN
#DON'T KILL ANY U.N.

First, snipe every guard on the level. They're easy to kill from a distance and killing them now will make things

easier for you later. Next, find your contact and get the M-195, a .50-caliber sniper rifle. Find a set of stairs that leads to a ladder to the rooftop. Wait there for the convoy. When they are close to you, shoot the engine of the first jeep with the M-195 (only the M-195 rifle will stop a car). Then snipe the Kahn through the windshield of the limo. Run to the exit and don't kill anyone wearing a blue helmet.



TUNNEL RAT #KILL YUSSEF HUSSEIN #TRANSPORT THE CARGO

TO THE SURFACE

Enter the base via either entrance. Kill only those you have to and sneak up to Hussein's room. Kill him and take his clothes. Find the cargo on your map. Transport it to the surface and kill the guards outside.



TEMPLE CITY **AMBUSH**

⊕MEET WITH THE AGENCY'S CONTACT ⊕MEET WITH YOUR CIA

HKILL BOTH ASSASSINS AND TAKE PICTURES OF THEIR BODIES

First, head directly to the red hitman insignia on the map. After you talk to the agency's contact, head to the next



insignia. Then find the two assassins in the marketplace (one is wearing a N.Y. Yankees hat, the other a yellow Gilligan's Islandtype hat), kill them and take their pictures with the camera the second contact gave you. Take the pictures back to the second contact (the red insignia will still be on the map), then find the exit on the map to complete the level.



THE DEATH **HANNELORE**

⊕GET THE KEY TO THE HIDING PLACE

⊕KILL DR. VON KAMPRAD ⊕HIDE DR. KAMPRAD'S

#KILL NO CIVILIANS



Gain entrance to the hospital (killing one guard and taking his clothes is the easiest way). Find the hitman insignia on the map; the key you must obtain is in this room. Next, you will see a point of interest indicated on the first floor map. Go there and put on the white patient clothes (a robe with slippers). On the way to Dr. Kamprad's office, talk to the nurse in the first floor main lobby. She'll take you directly to Dr. Kamprad. Kill the doctor and drag her to the hiding place indicated on the map. Be careful: If anyone sees her dead body, you'll fail the mission. Once she's hidden, find the exit to complete the level.

TERMINAL HOSPITAL

#KILL THE CULT LEADER The easiest way to

complete this level is with a heavy machine gun. Sneak all the way to the back right-hand side of the main building where you'll find a locked door. Shoot at it, and guards will run out. Kill everyone that comes out and



then head inside and shoot the cult leader (he'll be on one of the operating tables). Go back to the exit, keep shooting Agent 17 until he leaves, and get in the boat to complete the level.



ST. PETERSBURG REVISITED

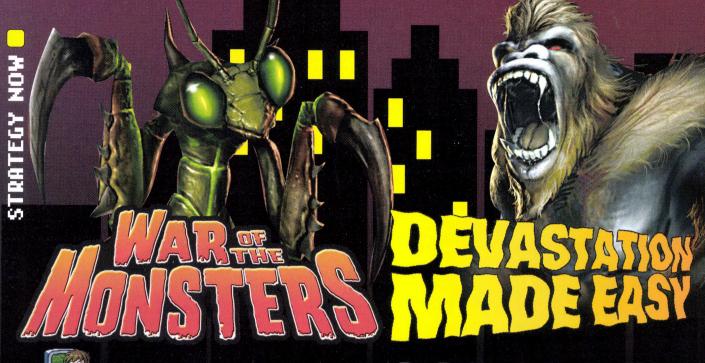
⊕KILL AGENT 17 (NOT SERGEI AS THE MISSION BRIEFING IMPLIES)

No matter which way you approach the Pushkin building, Agent 17 will be sniping at you from the closest window. To get past him, run straight at him while

sidestepping back and forth. However, if you run too close to the building, the guards inside will become alerted. You have to stop running when you are just out of Agent 17's view and walk to the front door. Once inside, locate Agent 17, sneak behind him, and use the fiber wire on him. Take his clothes and gun and walk past all the guards outside, then go into the sewer. Here you'll see a couple of guards that are all alone; snipe one of them, take his clothes, and walk to the exit to complete the level.









e here at *GameNOW* have made a habit of hooking you up with insider game information straight from the people who make the games. In the interest of global devastation,



USE THE TARGET PIN

In the heat of battle, things can get crazy and move blindingly fast, so don't forget to use the Target Pin function to help you beat the snot out of your opponent. When you press and hold both the L1 and R1 buttons, your monster will automatically rotate and focus on your enemy. This not only lets you circle, strafe, and dodge incoming attacks,

but also helps when you engage in longrange combat. Throwing debris, radio towers, and cars, or even shooting your monster's default energy attacks, are all easier and more effective when you use the Target Pin. You can also use it to quickly find your opponents anywhere in the level. But beware—if your opponent has the Invisibility power-up, he can't be targeted!

L-BEAMS ARE

One of the very best things to look for in a smoldering rubble pile is the Holy Grail of debris: the I-beam. Once you grab one of these bad boys, your opponents had better watch out. If you just start mashing the Light- and Heavy-Attack buttons while your monster is holding an I-beam (which basically acts like a baseball bat), your big guy will use a new set of hand-to-hand attacks that will lay waste to anything in

his path. But I-beams aren't just for offense—they have defensive uses as well. For example, if one of your opponents has just thrown a taxi and it's flying right toward your head, take



DESTRUCTION MEANS
MORE DAMAGE

what are you waiting for? Go beat the crap out of crap!

When you grapple your opponent, try to throw him into a building. Not only does it look way cool when you see a huge monster thrown through a city block, but he'll also take extra damage for every building he smashes through along the way.



a swing with the I-beam! If you time it correctly, your monster will bat the incoming object right back at your opponent. Monster baseball, anyone?



BOOST AND RAGE

Most monster attacks will drain your energy/stamina. You can collect the blue energy power-ups to replenish it, or just let your monster's natural regeneration rate do the work. If you collect enough blue energy power-ups, you can fill your up meter twice, giving your monster even more destructive power. Your blue energy bar will begin to flash and your monster will earn a special attack. But wait, there's more! If you taunt your opponent while your monster is boosted, he will begin his Monster Rage. Hot energy will begin to sizzle from your monster's fists, and if you attack while you're raged, you'll do 30 percent more damage. Watch your blue energy meter, though: Monster Rage drains your boost and lasts only a short time.

THROW-UP... AND I DON'T MEAN PUKE!

If you grapple an opponent by pressing the Circle button, your monster will grab and lift your opponent overhead. You can then throw him across the level or into a building by pressing the Circle button again. But a lesser-known trick is to press Up at the same time you press the Circle button. This will throw your opponent straight up into the air. It may not seem like much, but it allows you to set up some truly spectacular combos.

it allows you to set up some truly spectacular combos. Imagine throwing your opponent straight up in the air, reaching down and grabbing an I-beam, and then smacking him with it as he plummets back down to earth!

CATCHING

Your monster can pick up objects by getting near them and pressing the Circle button. Reach down and grab a car, chunk of the concrete, or whatever

else may be lying on the ground around you. You can also use the Circle button to catch things in midair that have been thrown at your monster. This acts like a traditional "counter" for long-range attacks. All of the best *WotM* players in the studio have mastered this technique. It's not easy, but once you get good at it, you'll have a significant advantage over a player who hasn't yet mastered it.





GO AHEAD, DESTROY THE LEVEL!

Now, what would a monster game be without tons of destruction? It's what huge monsters love to do, and *WotM* has more destruction than any other game you've played. But that's not just because destruction looks cool. There are actually several secret reasons why you should engage in utter destruction. First, you get 50 monster tokens each time you cause damage to a building. This will help you earn better end-level token scores that you can use to buy unlockable characters and levels. The second reason is that there are a lot of hidden power-ups inside the buildings, and those secret power-ups can easily turn the tide of battle!

DEFEATING GOLIATH PRIME!

This guy is the first boss of the game, so here are a couple hints for defeating him. First, he has several patterns that he'll use to attack you: He's got huge guns, Spinning attacks, Propeller-blade Ram attacks, and devastating hand-to-hand combos. Goliath Prime is a huge robot and his attacks do a ton of damage, so the first rule of thumb when fighting him is to use a lot of cover! The boss battle takes place in the secret desert base known as Rosdale Canyon, which has three rocky pillars in its center. These pillars are key to defeating Goliath Prime. When he's using his Propeller-blade Ram attack, go hide behind one. When he transforms and initiates his Spinning attack, quickly jump atop one of the pillars and shoot him with your Energy attacks. Remember: He's most vulnerable to attack when he's taunting, so let him have it!

CHAIN LIGHTNING!

If you're playing the crazy lighting eyeball thing, Kineticlops, you'll be able use his special Lightning attack. This attack has a hidden function: It will act like chain lightning if used against a clump of opponents. Arcs of deadly energy zap from monster to monster, making them shake and twitch as they take damage. One final devastating shock will send them all high into the air, and then crashing back down earth.



THOSE CARS LOOK FAMILIAR!

This really isn't a hint for kicking butt in *WotM*, but it's a neat little hidden thing to look for in the intro FMV. When the UFOs are attacking the city, take a close look at the cars that drive by. It seems that the alien invasion force has been interrupted by some very familiar cars engaging in a game of chaotic car combat!



We lose at games so you don't have to

GAMECUBE

BLOODY ROAR PRIMAL FURY

Secrets

To unlock the following characters, play any mode the listed number of times. This can easily be done by starting a game and then guitting it over and over again.

Ganesha

Cronos

Kohryu

Uranus

200 times

Cheats

Clear Arcade mode the listed number of times. You can use any character you wish and may continue as often s needed

Movie Player

COM Battle

Kids Mode

Big Heads

Big Arms

No Wall

Min Wall

Final Round

Low Speed

High Speed

No Blocking

Max Difficulty

Knock Down Battle

Human Only

Beast Only

Hyper Only

16 times

BEACH SPIKERS

Hot Uniforms!

Unlock these delightful bikinis by slogging through the sometimes tedious Tutorial mode (including the noninteractive parts)

Fighting Vipers Style

Enter your name as FVIPERS for Fighting Vipers Uniforms 109-110, Hair 75, and Face 51

Daytona USA Style

TONA for *Daytona USA* Uniforms 107-108

Phantasy Star Style

PHANTA2 gets you *Phantasy Star Online* Uniforms 114-115. Hair 77 and Face 53

Space Channel 5 Style

Ooh! Lala! Get into the Channel 5 spirit with ARAKATA: it gets you Uniforms 111-113, Hair 76,

Virtua Cop Style

Tap in JUSTICE for *Virtua Cop* bikinis 105-106, and cop shades with Sunglasses 94

Sega Style

OHTORII (Uniforms 116-117) gets you Sega logos up the wazoo. Literally.

CEL DAMAGE

Cool Cheats

From the Main Menu screen, choose the Play option and then press A to join the game. Next, choose the Create/Load option and then choose Create New. Save the game to either slot A or B and then choose New Name. On the Name Entry screen, put in any of these passwords for the results shown here. When you enter one of the codes correctly, you will hear a sound to confirm that it is the correct code

Brian the Brain and Space World

Count Earl and Transylvania World

T. Wrecks and Jungle World

Whack Angus and Desert World

Melee Weapons Open

Hazard Weapons

Unique Weapons

Plastic Mode

FANPLASTIC (At the Event Select screen, go to Smack Attack and press Down to highlight Event Settings. Choose Event Settings and then move down and select Options. On the Options screen, move down and select Rendering Modes. Now you can choose the Render Plastic option and your characters will look different than the original cel-shaded

All FMV Sequences

MULTIPLEX!

Unlocks All Cars, Tracks, and Modes

EXTREME G III

Cool tricks

You can enter the following tricks from the Press Start screen, or from the Main menu.

Win next race: L + R + Z, L + R, Z, L +

Infinite ammo: L, R, L, R, L + R, Z Infinite shield: L + R, Z, L + R, Z Open all tracks: L, L, R, R, Z, Z, L + R

Extreme track challenge: L, R, L, R, L,

Prize money: X2: L, R, Z, L, R, Z, L + R

LEGENDS OF WRESTLING

Unlock All Wrestlers

Enter the following code at the Main menu: Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. If you did it right, you'll get text confirming so.

MX SUPERFLY

Ultimate Cheat

Enter the following at the main menu: X, Y, then L + X, then R + Y. All tracks, riders, bikes, and minigames will be unlocked.

THE SIMPSONS: ROAD RAGE

Button Codes

While in the Options menu, hold the L- and R shoulder buttons, then press the following button combinations.

Red Soapbox Car

Smithers in Mr. Burns' Car

Nuclear Bus

B. B. Y. A

Extra Money

Stop Time

X, B, Y, A (Press R-Shoulder to start, stop and reset the timer.)

Nighttime Mode

Slow-motion Mode

Flat Characters

Time Codes

Change your Cube's internal date to the following in order to unlock the ese secret characters

New Year's Krustv

Thanksgiving Marge

Halloween Bart

Christmas Apu

SUPER SMASH BROS. MELEE

Secret Characters

There are 11 secret characters in the game, and there's actually more than one way to unlock some of them. When you follow any of the methods listed below, the secret character will appear and challenge you. Once you defeat him, he will be unlocked. Dr. Mario

Play 100 Vs. matches OR beat Classic or Adventure mode as Mario without

Falco Lombardi

Play 300 Vs. matches OR defeat the 100-Man Melee mode.

Ganondorf

Beat Event Match #29 (Triforce Gathering)

February 2 - Groundhog Day

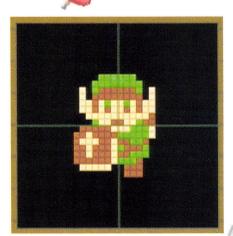
Hey! There aren't any groundhogs in your town? Whose shadow are we going to see today? Join us for the groundhog viewing ceremony and find out. The festivities begin at the wishing well at 7 a.m. Once the party ends at 9 a.m., be sure to talk to the mayor to receive a flower model to

decorate your home.

Design Your Own Patterns

Link-Palette 16 Link will soon be appearing on the GameCube in his new Legend of Zelda game. Get ready for this big release by sporting a shirt featuring old-school, 8-bit Link. This pattern also goes well with the retro Mario that we showed you how to make two months ago. You gotta give

props to NES.



Jigglypuff

Beat Classic or Adventure mode with any character.

Stage 1 of Adventure mode (Mushroom Kingdom) when the timer shows a "2" in the last seconds place (the fourth digit from the left). When you go to the next section of this stage (the fight against Mario and Peach), Luigi will jump into the battle and replace Mario. Defeat the pair within a minute and Luigi will challenge you again once you beat the Adventure mode

Play 70 Vs. matches or play Classic, Adventure or Vs. mode with each of the 14 normal characters.

Mewtwo

Play 700 Vs. matches or play Vs. mode for 20 hours

Mr. Game & Watch

You must first unlock all of the other characters. Then beat Classic, Adventure, or Target Test mode with them all

Pichu

Play 200 Vs. matches or beat Event Match #37 (Legendary Pokémon). Roy

Beat Classic or Adventure mode as Marth without continuing

Young Link

Play 500 Vs. matches or beat Classic mode with 10 different characters (two of which must be Link and Zelda).

RESIDENT EVIL

Infinite Grenades

Want infinite grenades of normal, flame, and acid? The alchemy involved is tricky, only works in Once Again, and ruins the balance of the game, Cool.

Step 1: Take Acid and Flame rounds and the Launcher to an Item Box. Step 2: Place the Launcher in the top-left item-list space. Put two grenades (of any type) in the last two inventory spaces. The third set is loaded in the Launcher

Step 3: Leave the Item Box, equip the Launcher so it's your weapon then open the Item Box and scroll to an empty space. Put grenades in that space. Flick the cursor over the grenades, press A and the cursor moves over your Launcher. Press A again and the Item Box grenades are loaded into your weapon and multiplied to 456! Swap them and repeat for more!

Secret Modes

We purposely left out an explanation for the Once Again mode because it replaces the regular game on your second play-through. In addition to changing the name of the regular game to Once Again, you'll get a ew Title screen

Real Survivor How Do I Unlock It?

Complete the game once with either character. The game must be on the Normal difficulty setting.

What Is It?

This is the regular game on an insanely hard difficulty. The enemies are tougher, there is less ammo, and there are fewer health items. Your weapon targeting no longer autotracks, and the Item Boxes are no longer magically interconnected

Invisible Enemy How Do I Unlock It?

Complete the game on Normal twice rith the same character.

What Is It?

Just like it sounds, all of the enemies are now invisible. The sounds are still in place, so you can do at least a little bit of audible tracking. You really need to master all enemy

locations to have a shot at completing this mode. The trick is finding out which ones you actually need to kill

One Dangerous Zombie How Do I Unlock It?

Complete the game on Normal with

What Is It?

This mode will overwrite the regular game mode. So if you go to the Once Again option, you'll automatically be entering it. The object is the same as the regular game, except there's one very special zombie who's out to get you. He appears every so often, and he can't be killed

SEGA SOCCER SLAM

Assorted Codes

Unlock Stadiums

Open Oasis stadium: Up, Up, Down, Down, X, X Open Pacific Atoll stadium: Up, Up, Left, Left, Y, Y Open Jungle stadium: Up. Down. Left, Right, X, Y Open Alpen Castle stadium: Up, Up, Up, Down, X, X Open Riviera Ruins stadium: Up. Down, Down, Y. X. Open Reactor Core stadium: Up, Left, Open all stadiums: Up, Up, Up, Up, X,

Alternate Teams

Alternate El Fuego: X, X, Down, Down, Left, Right Alternate Spirit: Y, Y, Down, Down, Left, Right Alternate Subzero: Y, Y, Down, Right, Left, Up Alternate Toxic: Y, X, Down, Down, Up, Up Alternate Tsunami: X, Y, Down, Up, Right Left Alternate Volta: Y. X. Down, Up. Down Un All alternate teams: X. Y. Down. Down, Down, Down

Gameplay Cheats Maximum power: L, R, Left, Right, Y,

Infinite turbo: L, R, Right, Up, X, X Big hits: L, R, Up, Up, X, Infinite spotlights: L, R, Down, Right,

Beach ball: R, Right, Right, Down, Y,

Black box; R. Left, Left Down, X. X. Box ball: R, Left, Right, Right, Y, Y Classic soccer ball: R, Right, Left, Left, Y. X.

Crate: R. Left, Down, Right, Y. X. Earth: R, Right, Right, Left, X, X Eyeball: R, Right, Down, Up, X, X Magic 8-ball: R, Right, Up, Up, Y, Y Remy's head: R, Left, Right Rob's head: R, Left, Up, Left, Y, X Rusty can: R, Left, Up, Up, Y, '

Items

Angus' items: Left, X, Right, X, Up Arsenault's items: Left, Y, Up, Y,

Boomer's items: Left, Y, Left, X, Up Dante's items: Left, X, Right, Y, Left Djimon's items: Left, Y, Down, Y, Up Duke's items: Left, Y, Up, X, Pight El Diablo's items: Left, X, Right, X,

Half Pint's items: Left, Y, Up, X, Up Kahuna's items: Left, Y, Right, Y, Right

Kaimani's items: Left, X, Down, X,

Kiril's items: Left, Y, Up, X, Left Lola's items: Left, X, Left, Y, Down Madeira's items: Left, Y, Down, X, Up Nova it's items: Left, Y, Down, Y,

Raine's items: Left, X, Up, X, Up Rico's items: Left, X, Right, X, Right Rumiko's items: Left, Y, Left, Y, Up Zari's items: Left, Y, Left, Y, Right

Random Stuff

Pleasantville mode: Y X Y X Y X Right, Left, Right, Left, Right, Left Citizen Kane mode: X, Y, X, Y, X, Y, Left, Right, Left, Right, Left, Right

SONIC MEGA COLLECTION

Heck of Codes

Sonic the Hedgehog Level Select

At the Title screen, press UP, DOWN, LEFT, RIGHT. You'll hear a chime if you've entered the code correctly. Next, hold B and press START to enter the Level Select and Sound Text screen

Control Mode:

At the Title screen, push UP, X, DOWN, X, LEFT, X, RIGHT. You'll hear a chime if you've entered the code correctly.

Begin your game as usual, and press START to pause it. While paused, press B to reset the game, hold down A to play in slow motion (pressing X will let you jump while in slo-mol and press X to advance the game one frame at a time.

Debug Mode:

Before entering the Debug mode, enter the code for Control mode. Once that code has been entered quickly press UP, X, DOWN, X, LEFT X, RIGHT, X. Then, hold down B and press START to begin the game. During gameplay, press A to enter Debug mode. If Sonic changes into a ring, you'll know that you've correctly entered the code. Use the D-Pad to move Sonic around, even through walls. Press B to change Sonic into a different item and press X to place the current item on the screen. You can use this to place a ton of rings or enemies on the screen. Press A to change Sonic back to normal, but beware of any obstacles that you may have placed on the screen. You'll also notice that the score and time (and various other graphics) are distorted while you're in Debug mode. Don't worry about thatdoesn't affect the gamen

Sonic the Hedgehog 2 Level Select:

From the Title screen, enter the Options screen. Go to the Sound Test option and play the following songs in this order: 19, 65, 09, 17. When all four sounds have been played, hold down the X button and press START to return to the Title screen. Once Sonic and Tails appear on the screen, hold down B, and press START to enter the Stage Select screen.

Debug Mode:

After entering the Level Select code, go to the Sound Test option on the Stage Select screen, play the following songs in this order: 01, 09, 09, 02, 01, 01, 02, 04. When you begin playing song 04, a chime will tell you that the code has been entered correctly. Highlight the stage you wish to go to, hold down B and press START to enter it. Now that vou're in Debug mode, press A to change Sonic into a ring. The B button changes him into different objects, and the X button places the object on the screen. When you're done messing around, press A to change back into Sonic. Like the Debug mode in the original Sonic, the score and time will be messed up. but it won't affect the gameplay During the Debug mode, press START to pause the game. Holding down A while paused causes the game to run in slow-motion.) makes everything move frame by frame, and B resets the game.

Become Super Sonic:

First, enter the Level Select code and go to the Level Select screen. Go to the Sound Test option, and play the

following songs: 04, 01, 02, 06. You'll hear a brief tune when you finish playing all the songs. Then highlight what stage you want to start on and press START to begin. Now, simply collect 50 rings. When you jump while holding 50 rings, you'll transform into Super Sonio

Sonic the Hedgehog 3 Level Select and Sound Test

Press Up, Up, Down, Down, Up, Up, Up, Up after you hear the word "Sega" and the screen fades to black, but before the Title screen appears (you must enter this code very quickly-it may take a few tries to get it right). A ringing sound will let you know that you've entered the code quickly enough. At the Title screen, press Up, and a hidden option will appear that will take you to the Level Select and Sound Test screen.

Debug Mode

Enter the Level Select code and highlight the stage you wish to play. Hold the B button and press START to begin the level. You will now be in the Debug mode. Press A to change Sonic into a ring, B changes what item Sonic is, and X places an object onscreen. Pressing A again changes Sonic back to normal. If you pause the game, holding down the A button makes the game run in slow motion. X moves everything one frame at a time and the B button takes you back to the Level Select screen. As is the standard with Sonic's Debug modes, just ignore the screwed-up score and

Become Super Sonic

Enter the Debug mode code. Enter any stage and press A to change Sonic into a ring. Then press B once, and Sonic will change into a monitor. Hit the X button to place a monitor on the screen, then press A again to change back into Sonic. Simply jump on the monitor, and you'll change

Hidden Special Stage

Enter the Level Select code and go to the Sound Test option. Play the following songs in this order: 01, 03, 05, 07. Then highlight Special Stage 2, hold down the B button, and press START. You'll be taken to a hidden

SPIDER-MAN

Assorted Codes

These codes are to be entered in the Cheats field in the Specials section from the Main menu: K O A L A: Opens all combat controls I M I A R M A S: Opens all stages HEADEXPLODY: Opens Pinhead Bowling mode ARACHNID: Unlocks all above options, plus Gallery extras GIRLNEXTOOOR Opens Many Jane as a playable character HERMANSCHULTZ: Opens Shockers as a playable character S E R U M: Opens a scientist as a playable character KNUCKLES: Opens a thug as a STICKYRICE: Opens another thug as a playable character THUGSRUS: Opens yet another thug as a playable character FREAKOUT: Opens still a fourth thug as a playable character CAPTAINSTACEY: Opens a helicopter pilot as a playable character REALHERO: Opens a security

guard as a playable character ORGANICWEBBING: Gives you unlimited web fluid CHILLOUT: When playing as Green Goblin, your glider will never

ROMITAS: Allows you to skip levels from the pause menu

DODGETHIS: Unlocks Matrix SPIDERBYTE: Shrinks Spider-Man by a considerable degree GOESTOYOURHEAD: Big

JOELSPEANUTS: Big Head mode for enemies UNDERTHEMASK: Unlocks First-person View mode

SPYHUNTER

Random Secrets

These codes are to be entered as if you were creating a new playe profile for the game. After you enter them, you'll bounce back to the main menu without having created an actual profile. You can view the movies you unlock by going into System Options from the main menu and selecting Movie Player from the Options menu. Below are the codes: G U N N: Opens "Saliva: The Spy Hunter Theme" movie. W 0 0 D Y: Opens "Early Test Animatic" movie.

STAR WARS ROGUE **LEADER: ROGUE** SQUADRON II

Codes From Space

From the main menu, go to the Options screen, then move down and access the Passcodes option. Put in the passcodes as follows. (Note: You will have to enter the first passcode and then enter the second passcode for each cheat before they will work.)

Stage Select

!??QWTTJ for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in CLASSIC for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry. Unlockable Ships

Black Cadillac

Put in !ZUVIEL! for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in !BENZIN! for your passcode. Move to Enter Code and press A. R2D2 will been to confirm correct code entry.

Tie Fighter

Put in ZT?!RGBA for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in DISPSBLE for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry

Tie (Advanced) Fighter

Put in NYM!UUOK for your password. Move to Enter Code and press A. You will not hear R2D2 heen. On the same screen, put in BLKHLMT! for your passcode. Move to Enter Code and press A. R2D2 will beep to confirm correct code entry.

Naboo Fighter

Put in CDYXF!?Q for your password. Move to Enter Code and press A. You will not hear R2D2 beep. On the same screen, put in ASEPONE! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Slave 1

Put in PZ?APBSY for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in IRONSHIP for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Millennium Falcon

Put in MVPQIU?A for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in OH!BUDDY for your passcode. Move to Enter

Code and press A. R2D2 will been to confirm correct code entry.

Hidden Options

Unlock the audio commentaries for each individual stage type in the name BLAHBLAH. Head to the Special Features option and turn on Audio Commentary, Now select a stage and either play through with the speech or pause to hear them talk about the different aspects of the stage

Documentary
After finishing all 10 main missions, you can get it under the Special Features menu ontion

Unlock the Art Gallery Enter EXHIBIT! as a passo

Unlock the Concert Hall Enter Composer as a passcode.

Ace Mode

Complete all the Tatooine Training objectives and finish the game with 15 gold medals to unlock Ace mode. Black and White Mode

Type in LIONHEAD at the Passcodes screen to play the game in a

Unlockable Ships

Slave 1 Ship

Finish all missions with a silver edal or better

Millennium Falcon

Finish all missions with a bronze medal or hetter

Naboo Starfighter

Finish the Tattooine Training in all four time settings. You must get all discovery items and objects, and get two hidden bonus items in each zone. Times: 6 a.m., 2 p.m., 6 p.m.,

TIE Fighter

You must steal a TIE Fighter and complete the mission in Level 7 during the daytime and nighttime

Darth Vader's TIE

Acquire 15 gold medals

TONY HAWK'S PRO SKATER 3

Passwords

Choose the Cheats selection from the Options menu and enter the following case-sensitive passwords If entered correctly, you will hear the sound of money being collected.

Open Cheat Menu

MARKEDCARDS (Pause the game to bring up a menu and select the Cheats option. Press A to toggle the options).

Super Stats

Unlock All Characters

Unlock Every Single Movie

From the Main menu, select Options, then Cheats. Enter POPCORN.

Pirate Skating

Go to Skater Island and find the two flags that are side by side. Grind the one with the skull and crossbones on it, then one of the garage doors will open and the pirates will come out.

Unlocking Secrets

Complete all 54 goals and get a gold medal at every compound. **Unlockable Modes** Beat the game the prescribed

number of times Snowboard Mode

Always Special Mode

Perfect Rail Balance Mode

Maxed-Out Stats Mode

Giant Mode

Slow-Mo Mode

SPOILER SPOILER

Panzer Dragoon Orta: Final Boss

During all three forms of the final boss, you need to be constantly locking-on to it and attacking. For the first form, switch to Heavy Wing mode and fire away at the boss' central core. Attack fast enough, and you should be able to get its energy down without taking too much damage.

and shoot at the boss as it

Wing and resume shooting

the creature. You'll have to weave back and forth to

dodge its tail attack. When the boss faces

Heavy Wing's Berserk attack, which will hurt the boss as well as protect you from attacks. Shortly after that attack, the boss will begin rapidly disappearing and

reappearing, shooting a green beam at you

you and begins attacking with purple homing lasers, counterattack with the





each time. Switch to Glide Wing mode and use the boost to help you dodge the attacks. After that, the boss begins charging at you. It occasionally disappears as it comes toward you, so you'll have to be quick to inflict damage on it. By this time, it should have very little health left, so you should be able to take it out before it hits you more than once or twice.

Compared to the second form, this final form is pretty easy. Just follow it as it flies around you and constantly attack it. Don't bother saving your Berserk attack, as the Berserk meter will continue to fill up as you battle. Just keep pounding away, and the boss will go down.



Beat the game 16 times

Perfect Manual Balance Mode

Tiny Mode

ne 18 times

Moon Mode at the game 19 times.

Expert Mode

he game 20 times.

First-Person Mode

Unlock Darth Maul

Complete all 54 goals and earn golds at each competition with one skater.

Get Neversoft Eye Similar to unlocking Darth Maul but do it with 21 skaters

Get Skater From Hell

Do the same thing you did to unlock the other characters. Beat the game 10 times with 10 skaters.

Unlock Wolverine

Complete all 54 goals and get all golds at each competition with two

GAMENOW

Unlack the Rum

Complete all 54 goals and get a gold medal at each competition with

Unlock Officer Dick

Complete the 54 goals and get a gold at each competition with four

Unlock Private Carrera

Do the same thing you did to unlock Officer Dick, but do it with one more

WAVERACE: BLUE STORM **Passwords**

In order to get the Password option, perform the following on the Main menu: 7 + X then start. Select the Password option that will appear and enter any of the following codes: DLPHMOD: Dolphin-back freeK T LLP W N P D: Normal difficulty Dolphin Park stunt mode

W C X 5 W P 5 A: Expert difficulty Southern Island stunt mode
M J V 8 L K L 6: Hard difficulty La Razza Canal time attack J 7 8 4 W M H F: Normal difficulty Lost Temple Lagoon time attack L Q 3 T R K T E: Hard difficulty Lost Temple Lagoon time attack

XBOX

4X4 EVOLUTION 2

Button Codes

Enter the following button combinations from the Press Start

Earn More Money

Higher Reputation

Y, X, White, Y, X, White, X, X, Y, White, X, Y

Y, Y, White, X, X, White, Y, Y, Y, X, X,

Unlock All Missions

X, White, White, Y, Y, White, X, Y, Y X White

AMPED

Assorted Cheats

Enter the following codes into the Cheats field from the Options mode. Ridin w Raven: Unlocks Raven as a playable character Chillinw Steezy: Unlocks

G i m m e G i m m e: Opens all

StickiT: Makes landing jumps

7 i P s t e r: Increases sneed b u z z s a W: Makes you run through trees

MegaLeg: Makes you jump

Whirly Gig: Increases spin rate MegabOUnce: You'll bounce like a ball

BLOODWAKE

Random Codes

These are to be entered in the Title screen

Invincibility: Press left stick in, press right thumbstick in, Down, Left, Down, Left, B. Y. START Infinite Turbo: Up, Up, Down, Down, Left, Right, Left, Right, B, A, START Infinite Ammo: Black, White, Left Trigger, Right Trigger, press Right Thumbstick, press Right Thumbstick,

Open all boats in battle mode: Up, Down, Left, Right, Left Trigger, B, X, X, press Right Thumbstick, START Open all arenas in battle mode: X, Y, Up, Right, Left, Down, Up, Down, Left Trigger, Left Trigger, START Open all game modes in battle mode: Y, A, X, B, press Left Thumbstick, press Right Thumbstick, Black, White, Right Trigger, Right Trigger,

BMX XXX

Cheat Overload

You enter these in the Cheats menu. GameNOW is not responsible for the content of the unlockables.

Rudimentary Cheats

Level select: XXX RATED CHEAT Stage select: MASS HYSTERIA Play as Amish Boy: ELECTRICITYBAD

Free Bikes

65 SWEET RIDES Amish Boy's bikes: AMISHBOY1699 Hellkitty's bikes: HELLKITTY487 Itchi's bikes: ITCHI594 Joyride's bikes: JOYRIDE18 Karma's bikes: KARMA311 La'tey's bikes: LATEY411 Manuel's bikes: MANUEL415 Mika's bikes: MIKA362436 Nutter's bikes: NUTTER290 Rave's bikes: RAVE10 Skeeter's bikes: SKEETER666 Tripledub's bikes: TRIPLEDUB922 Twan's hikes: TWAN18

Unlock Levels

Launch Pad 69 level: SHOWMETHEMONKEY Rampage Skatepark level: The Dam level: THATDAMLEVEL Las Vegas level: SHOWMETHEMONEY Boots level: UNDERGROUND Sheep Hills level: BAABAA Syracuse level: BOYBANDSSUCK

Randomness

Night-vision mode: 3RD SOG Happy bunny mode: FLUFFYBUNNY Ghost control mode: GHOSTCONTROL Super crash mode: HEAVYPETTING Green skin mode: MAKEMEANGRY

Visible gap mode: PARABOLIC

Naughty Flicks

All FMV sequences: CHAMPAGNF ROOM Bonus Movie 1 FMV sequence: THISISBMXX Bonus Movie 2 FMV sequence: KEEPITDIRTY

Dam 1 FMV sequence: BOING Final Movie FMV sequence: DDUUL BRI DRSquare Las Vegas 1 FMV sequence:

HIGHBEAMS Las Vegas 2 FMV sequence: TASSLE Launch Pad 69 1 FMV sequence:

IFLINGPOO Launch Pad 69 2 FMV sequence: PEACH

Rampage Skatepark 2 FMV sequence: BURLESQUE Sheep FMV sequence: ONEDOLLAR Sheep Hills 2 FMV sequence: 69 Syracuse 1 FMV sequence FI 177VKITTV

Syracuse 2 FMV sequence: MICHAELHUNT

The Bronx, NYC 1 FMV sequence: LAPDANCE The Bronx, NYC 2 FMV sequence:

STRIPTEASE UGP Roots Jam 2 FMV sequence: BOOTYCALL

Park editor: BULLETPOINT

BUFFY THE VAMPIRE SLAYER Holy Unlockables

Play as Dark Buffy in Arena

Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, White, Black, Black White Black Black Black White White A scream will confirm

Unlimited Health

White, Black, Black, White, Y, Black, Black, Black, Y, Y, Y. A scream will confirm correct entry.

Unlock New Arenas

Y, Y, White, Black, Black, Y,Y,Y,Y,Y, White, Black, A scream will confirm correct entry.

CEL DAMAGE

Invincibility

Put in CODY for a name

Various Cheats

Put in ENCHII ADA! for a name

DEATHROW

re Credits

In the Manage Team screen, hold the White button for 60 seconds. This will give you some more credits. depending on the difficulty. You'll have to reboot the Xbox to perform the trick more than once

Unlock All Arenas Enter the name MOREROOM for the fourth player.

Unlock All Teams and Players Enter the name ALL150 for the fourth player

Unlock Everything

Enter the name SouthEnd Icase sensitive) for the first player.
Unlock Extreme Difficulty

Enter the name NOFEAR for the fourth player. Unlock Multidisc

Enter the name CONFUSED for the fourth player.

DRAGON'S LAIR 3D Unlock Rewards Menu

To open the Rewards menu, enter the following code: R, press in Left Analog Stick, R, press in Right Analog Stick, R, press in Left Analog Stick, R, press in Right Analog Stick, R, White, R, Black, R, White, R, Black. Then, simply start the game

ELDER SCROLLS III-MORROWIND

Various Cheats

These codes must be entered through the Stats menu, with the appropriate statistics highlighted. Restore health: Highlight "Health" in the Stats menu, and Black, White. Black, Black, Black. Then hit the A button to restore health. Restore Magicka: Highlight "Magicka" in the Stats menu, and press Black, White, White, Black, White. Then hit the A button to

restore health Restore Fatigue: Highlight "Fatigue" in the stats menu, and press Black Black, White, White, Black. Then hit

the A button to restore fatigue

FUZION FRENZY

Various Cheats

The following codes must be entered from the Pause screen First-person mode: Hold the left trigger and enter Y. B. Y. B Scroll through mutant modes: Hold left trigger and enter Y, B, X, X Welsh on: Hold left trigger and enter

TOP

Panzer Dragoon Orta

Sanuar

SKY100 Mountain General

Town General

Castle General

ice General

Desert General

Battle General BAT900

HITMAN 2: THE SILENT ASSASSIN

Murderous Codes

Note: If you use these codes, you won't be able to complete missions. In other words, they're just for the

The following codes must be entered during gameplay: God mode: R, L, Up, Down, A, R, L,

Black, White All weapons: R. L. Up. Down, A. Up. ΧА

Slow motion: R, L, Up, Down, A, Up,

If you log 20 hours into Panzer Dragoon Orta, most of the game's bonus features will automatically unlock. That includes the hidden (and fully playable) PC version of the first Panzer Dragoon. It's like getting something for nothing, sort of.

Squeaky voices: Hold left trigger and enter Y. X. Y. Y. Hardcore cartoons: Hold left trigger

and enter Y, Y, Y, X

GAUNTLET X Bonus Goodies

Enter the following passwords as

S&M Dwarf

Happy Face

Chainsaw

Punkrock

Ninja

Employee Stig

Waitress

Ex-Employee Chris

Football Dude

Manager Mike

Karate Steve

Created by Don

Schoolairl

Cheerleader

Rat Knight

Regular Garm

Sickly Garm Sumner

Sky General

Full heal: R, L, Up, Down, A, Up, Down Punch mode: R, L, Up, Down, A, Up,

Gravity: R, L, Up, Down, A, L, L Lethal charge: R ,L ,Up, Down, A,

Black, Black Bomb mode: R, L, Up, Down, A, Up, White

Megaforce: R, L, Up, Down, A, R, R Nailgun mode: R, L, Up, Down, A, White White

This last one must be entered from the Title menu:

Level select: R, L, Up, Down, X, Y, B

HUNTER THE RECKONING

In the middle of your game, make sure there are no enemies close to you and quickly press B, Up, Left, Down, Right, B, B. Cycle through your weapons with the B button and you will have the flame thrower, a better machine gun, a bazooka and more (Note: You can put in this code only one time per game.)

LEGENDS OF WRESTLING

Unlock all wrestlers In the Main menu, press Up, Up,

Down, Down, Left, Right, Left, Right,

MEDAL OF HONOR FRONTLINE

USA Power Codes

Enter these codes into the Eniama Machine (the typewriter thing). Do it right, and you'll see a green light Bullet shield: NOHITSFORU Unlock Mission 2: BASS Unlock Mission 3: STURGEON Unlock Mission 4: PIKE Unlock Mission 5: TROUT Unlock Mission 6: CATFISH Earn Gold Star: SALMON Paintball FMV: COTOBREATH

92

Animation reel: FLIPROOK

NASCAR HEAT 2002

Assorted Codes

Enter these codes at the Main Menu screen. When entered properly the options on the screen will scroll off to the left and then back in to view

Hardcore Realism Mode

Un Down Left Right White Lin.

High Suspension

Up, Down, Left, Right, White, Left,

Mini Cars

Up, Down, Left, Right, White, Down,

Wire Frame Cars

Up, Down, Left, Right, White, Right,

View Credits

Up, Down, Left, Right, White, Left (2). Race as Richard Petty

Complete all heat challenges with a bronze or higher.

NASCAR THUNDER 2002

Driver codes

Enter any of the following Fantasy Driver names at the Create a Driver

Joey Joulwan Michelle Emser **Audrey Clark** Dave Alpern Benny Persons Troi Hayes **Buster Auton** Chuck Spicer Crissy Hillworth **Daryl Wolfe** Dave Nichols Diane Grubb Jim Hannigan Dick Paysor Josh Neelon Katrina Goode Kristi Jones **Mandy Misiak Rick Edwards** Rick Humphrey Sasha Soares **Scott Brewer** Cheryl King Tom Renedo Traci Hultzapple

Ken Patterson Extra Tracks

Boca Chica Finish first in points in the Road Course Challenge

Devil's Canyon

Finish first in points in the Short Track Challenge

Cocoa Beach

Finish first in points in the uperspeedway Shootout.

Albuquerque Finish first in points in the Full

Season **Bonus Drivers**

Every time you successfully complete Season mode, two bonus drivers are unlocked. Complete Season mode eight times to unlock all drivers

Championship FMY Successfully complete season mode from one to eight times to unlock a championship win video that corresponds to your number of wins.

NBA 2K2

Unlock special teams

Chose the Game Play entry in the Options mode and hold Left on the Dpad and Right + Right on the analog stick and hit START. Go back to the Options and you'll see a new Codes entry. Enter MEGASTARS at the Codes screen, and you'll unlock the

NBA 2K2, Sega Sports, and VC teams

OUTLAW GOLF

Unlock all golfers, courses, clubs, and events: Create a new file under the name Golf_Gone_Wild Bonus costumes: At the character Select screen, hold L and hit Y Y White, Y. Black, Y.

PRISONER OF WAR

All levels unlocked

All daily events unlocked

First-person Viewpoint

" rank i

Top-down Viewpoint

Unlimited "Goodies" lino (or "A" rank in Camp 4)

Giant Germans A" rank in Camp 2)

Guard Awareness

uincy (or "A" rank in Camn 1) Impervious to Bullets Fatty (or "A" rank in Camp 3)

QUANTUM REDSHIFT Infinite Turbo

Enter CHEAT as your character name and you will taken to the Cheat menu. Enter FishFace (case sensitive) to get unlimited turbo

RALLISPORT CHALLENGE

Bonus Cars

To get the bonus cars and some extra tracks without earning them, follow this method. On the Main menu, choose Start Game and then choose Create a New Profile. On this screen, enter your name as one of the following to unlock the bonus cars that you can use in Career

Put in your profile name as TheGoodStuff" and then choose OK. This will give you the Metro ER4, Peugeot 205 TI6, Audi Quattro SI, and Lancia Delta S4 in Career

Expert Put in your profile name as "WheelToWheel" and then choose OK. This will give you the Saab 9-3 T16 4x4, Opel Astra T16 4x4, Ford Focus Rallycross, Citroen Xsara Rallycross, Mitsubishi Lancer EVO 65, Subaru Impreza Hill Climb, Lancia Delta Integrale, and Nissan Skyline

Endurance

Put in your profile name as "TheLongHaul" and then choose OK. This will give you the Peugeot 405 HC, Audi Quattro S1 HC, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC and open the Endurance tracks in Career mode.

Unlimited

Put in your profile name as "Geronimo" and then choose "OK." This will give you the Peugeot 405 TI6 Hill Climb, Audi Quattro SI Hill Climb, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC in

THE SIMPSONS ROAD RAGE

Bonus Goodies

Enter the following button combinations at the Options menu. If you enter a code correctly, you will hear a beep. (Note: Codes must be reentered if you quit your current



THE STATE OF THE S

Metal Gear Solid 2: Substance - Snake Tales



A WRONGDOING: To get the out-of-reach USP suppressor in Strut F, go to the strut and use the "Box 4" item on the conveyor belt. You will appear on the top of the high stack of boxes with the USP suppressor. Looking for the Shell 1 bomb? It's under the middle island of computers on Floor B2. Take out the guards in the area before attempting to disarm it.



L. Conserve health before finding Emma. When you do find her, a firefight will take place where guards

attack from all sides. Can't escape Strut E Parcel room with Emma? To escape, toss three chaff grenades in a row and run! You may need to throw another three along the way depending on how fast the guards reenter the room.



CONFIDENTIAL LEGACY: Grab the AKS-74u in the bar on Deck A Crews Lounge before going down to the holds. When escaping out of the holds, use an automatic weapon (AKS-74u or M4). You can use the Run and Gun technique by crouching, then holding the X button. Press it again to stand up. This way. Snake will hold his weapon out, allowing you to charge down the hall.

PERS: When you start this Snake Tale, you won't have any ammo. Your only course of action if spotted is to run. Be sure to conserve any ammo you find—you won't find much. To aid your stealth, remember that tapping on walls will draw guards out of the way, so you can get past certain areas without being spotted.

EXTERNAL GAZER: In actuality, this story is a set of VR missions and boss battles strung together with a story. It is recommended you become familiar with the main game and the VR missions before attempting this one. Even with all the silliness in this story, this is a very difficult mission. Remember to conserve health as much as possible. Use your ammo and rations wisely. All of the skills you've attained will have to come into play if you wish to pass this mission without getting aggravated.





68: How many guards can you knock out at the same time? Pose them and take a picture. Don't kill or touch anyone—you'll get a higher score on missions and you can learn a lot about enemy movements. How many Moai heads can you find? There is one on Floor B2 of Shell 1. Find it under a desk. When seagulls are overhead, watch for a bit in first-person view for a surprise! On the tanker, take pictures of everything you find. Otacon will give some good feedback on different photos

game and start over.)

Extra Cams

Hold L+R and press B, B, B, B

2D Characters

L+R and press X, X, X, X

Night Time

d press A, A, A, A

Debug Mode

Hold L+R and press B, B, A, A. While playing, the level will be filled with all sorts of red, green, and blue shapes (collision lines).

Slow-Motion Cars

Hold L+R and press Y, Y, Y, Y. All the cars except for the buses will be moving slower than normal.

Stopwatch Mode

Hold L+R and press A, B, Y, X. In this mode, there are no cars or objectives. Press L to start and stop the timer. You cannot pause and exit if the stopwatch reads zero.

Unlock Red Box Car

old L+R and press B, B, Y, X Unlock Nuclear Bus and press B, B, Y, A

Unlock Smithers

Hold L+R and press A, B, Y, X **Unlockable Characters**

You can unlock the holiday characters one of two ways. Either enter a Button code at the Options

menu like you did for the other cheats, or change your Xbox's system clock to the appropriate date.

New Year's Krusty

Hold L+R and press B B X Y

Christmas Apu

Hold L+R and press B, B, X, B

Thanksgiving Marge

Hold L+R and press B, B, X, X

Halloween Bart

Hold L+R and press B, B, X, A

SPIDER-MAN

Assorted Codes

These codes are to be entered in the Cheats field in the Specials section from the Main menu: KOALA: Opens all combat controls I M I A R M A S: Opens all stages HEADEXPLODY: Opens Pinhead A B A C H N I D: Unlocks all above

options, plus Gallery extras GIRLNEXTDOOR: Opens Mary Jane as a playable character HERMANSCHULTZ: Opens Shockers as a playable character S E R U M: Opens a scientist as a playable character

GAMENOW

K N U C K L E S: Opens a thug as a playable character STICKYRICE: Opens another thug as a playable character THUGSRUS: Opens yet another thug as a playable character FREAKOUT: Opens still a fourth thug as a playable character CAPTAINSTACEY: Opens a helicopter pilot as a playable character

REALHERO: Opens a security guard as a playable character ORGANICWEBBING: Gives you unlimited web fluid CHILLOUT: When playing as Green Goblin, your glider will never overheat

ROMITAS: Allows you to skip levels from the Pause menu D O D G E T H I S: Unlocks Matrix

SPIDERBYTE: Shrinks Spider-Man by a considerable degre GOESTOYOURHEAD: Big Head mode

JOELSPEANUTS: Big Head mode for enemies UNDERTHEMASK: Unlocks First-person View mode

SPLASHDOWN

Cheats Screen

On the Main Menu screen, highlight and choose the Options. On the Options menu, press and hold the Right Trigger button. While holding it, press Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B. The Cheats screen will appear. Now you can enter any one of the case sensitive codes shown here.

Every Course Open

Every Character Available

Every Wetsuit Available

Stay on Your SeaDoo

Maxed-Out Performance Meter

Difficult Courses

Increased Al Difficulty

Every FMV Available

Time Trials with UFO

Time Trials with Small F-18

STAR WARS: JEDI STARFIGHTER

Everything Unlocked

In the beginning, choose a name for your saved game, and then at the Main Menu screen, access the Options. On the Options screen, choose the Code option. Now put in your name as LONGO and press the Y button to confirm. You will see the words "Everything Unlocked" appear on the screen. Now all of the bonus features and acts in Story mode will be unlocked and ready to play.

TONY HAWK'S PRO SKATER 3

All Goals and Medals

From the Main menu, access Career mode and then access Choose Skater. Pick the skater of your choice and go back to the Main menu. Next, access the Options. From the Options screen, access the Cheats option. Now out in your code as stiffcomp. and then choose the Accept Changes option. You will hear a cash register sound when the code is entered correctly. This will unlock all the levels and give you all the goals and medals for the skater you chose. Do this method for each and every skater in the game to unlock all the hidden cheats in the game.

Every FMV Open

At the main menu, access the Options, From the Options screen, access the Cheats option. Now put in your code as ROLLIT and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all of the hidden Full Motion Video sequences in the

100% Stats

At the Main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as juice4me and then choose the Accept Changes option. You will hear a cash register sound when the code is entered correctly. This will unlock full stats for your skater

All Decks

At the Main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as neverboard and then choose the Accept Changes option. You will hear a cash register sound when the code is entered correctly

This will unlock all of your skater's decks

TRANSWORLD SURF

nput during the game (Code Unlock first). Warning: These are hard to get working

Temporary Code Unlock

Back, Up, Up, Down, Down, Left, Left, Right, Right, Up, Left, Down, Right, Up, Up, Left

Green Surf

Down, Left, Right, Up, Left Easy Floating Back, Up, Down, Left, Right, Right,

Full Special Bar

Back, Up, Down, Left, Right, Down.

Disco Light Show

Back, Up, Down, Left, Right, Down,

Different Colors

Back, Up, Down, Left, Right, Up,

Disable Heads-Up Display Back, Up, Down, Left, Right, Up,

Paddle Faster Back, Up, Down, Left, Right, Down,

Invisible Board

ack, Up, Down, Left, Right, Left, Up **Shark Surfing**

Back, Up, Down, Left, Right, Right, Down Back (4) disables codes.

UFC TAPOUT

Unlockable Characters

Bruce Buffer Win UFC mode with all characters.

John McCarthy th Bruce Buffer. Win UFC mode w

Mario Yamasaki

Win UFC mode with John McCarthy. The Cat

Win four consecutive matches in Arcade mode

Femme Fatale Win eight consecutive matches in

Arcade mode Ice-T

Win 16 consecutive matches in Arcade mode.

Mask Win 27 consecutive matches in Arcade mode.

WWF SMACKDOWN!: JUST BRING IT

Play As Fred Durst

Choose Slobberknock Match. Then pick the Undertaker. Eliminate 15 opponents before the 10-minute timer expires. This will then unlock the Limp Bizkit front man himself Who would have thought that he could wrestle?!

Unlock Everything

Go to the Main menu, and enter the following code while holding down the L trigger: Right, Right, Left, Left, Down, Up, B. This will open every hidden feature in the game.

PLAYSTATION 2

AGENT UNDER FIRE Secret Codes

Unlock Assassination Mode: SCOPE Explosive Geomtery: BOOM Unlock All Levels: PASSPORT Protect Mode: GUARDIAN Unlock Team King of the Hill: TEAMWORK

Uplink Mode: TRANSMIT

ATV OFFROAD FURY 2 **Unlock Everything**

Enter igiveup into the Cheat menu

BALDUR'S GATE: DARK ALLIANCE

Assorted Codes

Unlock Drizzt Do'Urden: At the Character Selection screen, hold down L1 + R1 and hit Triangle and X. There will be no indication that the trick was entered correctly; you'll have to wait till your game starts to find out. Level skip and Invincibility: During normal gameplay, hold down L1 + R2 + Left + Triangle and hit START. Select the appropriate cheats from the menu that pops up. Ultimate cheat: During regular gameplay, hold down L1 + R2 + Left + Triangle and press in the right analog stick (R3). Your character will jump to the 20th experience level, plus you'll gain 75,000 gold pieces and all level one feats

BLOODRAYNE Bloody Cheats

You'll have to access the Cheat menu from the Options screen. To execute a cheat, combine the columns of words to form a single long word. You'll receive a confirmation if you've entered it correctly. When in the game, you'll have to activate the cheat from the Pause menu. Dismemberment: **INSANEGIBSMODEGOOD** Fill Bloodlust: ANGRYXXXINSANEHOOKER Freeze Enemies: DONTFARTONOSCAR God Mode: TRIASSASSINDONTDIE Juggy Mode: JUGGYDANCESQUAD Regain Health: LAMEYANKEEDONTFEED Show Weapons SHOWMEMYWEAPONS Time Factor NAKEDNASTYDISHWASHERDANCE

CONTRA: SHATTERED SOLDIER 30 Lives

At the title screen, enter Up, Up, Down, Down, L1, R1, L2, R2, L3, R3 on the second controller. This will give you 30 lives. A DualShock controller is required for this code to work

CRAZY TAXI

Yellow Codes

On the Mode Selection screen, choose Arcade or Original. Then enter these tricks as shown.

No Arrows

After choosing how many minutes you want to play, the Now Loading screen will appear. Press and hold R1+START until the Driver Selection screen appears. You will see "No Arrows" on the bottom-left side of the screen

No Destination Mark

After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+START until the driver selection screen appears. You will see "No Destination Mark" on the bottom-left side of the screen.

Expert

After choosing how many minutes you want to play, the Now Loading screen will appear. Press and hold L1+R1+START until the Driver Selection screen appears. You will see "Expert" on the lower-left side of the screen. This mode combines No Arrows and No Destination Mark

On the Driver Select screen, quickly

press L1+R1, L1+R1, L1+R1 and then choose your driver. You will hear a bike bell if you entered the code correctly. Now you will be picking up passengers on a bike instead of driving a taxi.

Another Day

On the Driver Select screen, press R1, then press and hold R1 while choosing a driver. You will see Another Day on the bottom-left side of the screen. The passengers and destinations will change.

View Changes

(Note: You must have a second controller plugged into port 2 of your PlayStation 2 for this trick to work.) In the middle of an Arcade or Original game, take controller 2 and hold L1+R1. While holding these buttons, press one of the following buttons to see these new

First Person = Circle (Press Circle again for Rear View) MPH = Square Third Person = Triangle Normal View = X

DAVE MIRRA FREESTYLE BMX 2

Enter the following codes on the Main Menu screen.

Alternate Outfits

Dave Mirra Up, Down, Up, Down, Right, Left, Up, Up. Square

Ryan Nyquist

Up, Down, Down, Left, Down, Up, Up, Down, Square

Troy McMurray

Up, Down, Left, Down, Right, Left, Up, Left, Square

Mike Laird

Up, Down, Right, Left, Right, Up, Up,

Right, Square

Tim Mirra Up, Down, Right, Left, Left, Up,

Leigh Ramsdell

Up, Down, Down, Left, Down, Down, Joev Garcia

Up, Down, Up, Left, Down, Right, Down, Right, Square

Rick Moliterno

Up, Down, Up, Up, Up, Up, Left, Up, Square

Todd Lyons

Up, Down, Down, Right, Up, Left, Left, Down, Square

John "Luc-E" Englebert

Up, Down, Left, Down, Left, Right, Left, Left, Square

Scott Wirch

Up, Down, Right, Up, Down, Right, Left. Right, Square

Colin Mackay

Up, Down, Right, Down, Up, Right, Right Un Square

Zach Shaw

Up, Down, Left, Right, Down, Down, Right, Down, Square

All Bikes Unlocked

Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square **Hidden Riders**

Mike Diaz

Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Square

Amish Boy Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Square Cool FMVs

Ryan Nyquist Movie

Left, Left, Down, Right, Down, Right, Up, Down, Square

Tim Mirra Movie

Left, Left, Right, Up, Down, Left, Down, Up, Square

Troy McMurray Movie

Left, Left, Down, Up, Right, Up, Left Square

Dave Mirra Movie

Left, Left, Up, Right, Up, Left, Up, Up,

Zach Shaw Movie Left, Left, Left, Right, Left, Down, Right Down Square

Rick Moliterno Movie

Left, Left, Up, Down, Right, Left, Left, Un. Square

Leigh Ramsdell Movie

Left, Left, Down, Down, Left, Right. Down, Left, Square

Scott Wirch Movie

Left, Left, Right, Up, Up, Up, Left,

Colin Mackey Movie

Left, Left, Right, Right, Down, Down, Right, Un Square

Todd Lyons Movie

Left, Left, Down, Up, Up, Right, Left, Down, Square

Kenan Harkin Movie

Left, Left, Left, Right, Right, Down, Down, Square

Mike Laird Movie

Left, Left, Right, Up, Up, Right, Up, Right, Square

DEAD TO RIGHTS

Hard-Boiled Mode

At the New Game screen, hold down L1, L2, R1, and R2. Then press Triangle, Square, Left, Left, Circle.

Precursor Mode

At the New Game screen, hold down L1, L2, R1, and R2. Then press Up, Up, Down, Down, Up.

Manual Disarms

Turn off random disarms in the Options screen to be able to perform these. You can then specify which disarms you perform by entering these commands: Circle (shotgun usable) Up and Circle (shotgun usable) Left and Circle Down and Circle Right and Circle

EXTREME G III

Cool tricks

You can enter the following tricks from the Game Modes menu. You'll get a special message if you've entered it right.

Win next race: L1 + R1 + L2 + R2, L2 + R2, R1 + R2, L1 + R1 + L2 + R2 Infinite ammo: L2, R2, L1, R1, L2 +

Infinite shield: L1 + R1, L2 + R2, L1 + 12 R1 + R2

Open all tracks: L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2 Start game with 500,000 credits: L1,

L1, L1, L1, L1, L2, L2, L2, L2, L2, R1 R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2 Prize money x2: L1, L2, R2, R1, R1,

FINAL FANTASY X

Air Ship Passwords Enter the following passwords at the

Find Rikku's Legendary

Weapon

Find Rikku's Victorious Armor

VICTORIOUS Find the Mursame

Secret Place Coordinates

The following coordinates are places you would not ordinarily find your first time through the game. Once you have the airship, talk to Cid, and choose the second option search in

Omega Ruins

Sanubia Sand Dune

Besaid Rainbow Waterfall

X: 31 Y: 73

Yevon Temple

Battle Site

Mi'ihen Abovewater Ruins

Al Bhed Primer Locations

If you haven't found all the primers, here are their locations. Each one represents one letter of the alphabet to be translated.

Al Bhed Primer I

On the deck of the Al Bhed salvage

Al Bhed Primer II

Besaid village Crusaders headquarters

Al Bhed Primer III

Transport ship from Besaid to Kilika in the power room

Al Bhed Primer IV Kilika bar

Al Bhed Primer V Transport ship from Kilika to Luca in the control room.

Al Bhed Primer VI uca stadium underground floor R

Al Bhed Primer VII Luca viewing room, on the counter. Al Bhed Primer VIII

ihen road, a gift from Rin. Al Bhed Primer IX

Mi'ihen road at the new road north. Al Bhed Primer X

Mushroom Rock road, Cliff area. Al Bhed Primer XI

Al Bhed Primer XII loonflow. North sho

Al Bhed Primer XIII Guadosalam found in a room on the

Al Bhed Primer XIV

Thunder plains as a gift from Rin. Al Bhed Primer XV

Macalania Forest on the road to the

Al Bhed Primer XVI

Macalania Lake in front of the inn. Al Bhed Primer XVII Sanubia Desert central portion left

Al Bhed Primer XVIII

Sanubia Desert central portion right

Al Bhed Primer XIX

Al Bhed Primer XX Al Bhed city of Home, residential

Al Bhed Primer XXI

Al Bhed Primer XXII

Al Bhed Primer XXIII

Al Bhed Primer XXIV

Al Bhed Primer XXV

Al Bhed Primer XVI

Omega ruins **Cactuar Locations**

There are nine Cactuar that can be found all around the world.

First Cactuar

Oasis Near the first Save point Second Cactuar

Sanubia Desert (East) In the alcove to the east, north of the tent with the

Third Cactuar

Sanubia Desert (West). Search the sign near the Cactuar rock that says “:20% off”

Fourth Cactuar

Sanubia Desert (Central). Near the ruins to the west, look for two Cactuars running around the desert.

Fifth Cactuar Sanubia Desert (East). Near the Save

point under the tent.

Sixth Cactuar

Sanubia Desert (West). Trapped in the treasure chest in the far west.

Seventh Cactuar

Sanubia Desert (Central). Inside one of the sand whirlpools. You must exit and reenter the area.

Eighth Cactuar

Oasis Teleport back to the airship and go on the outside deck.

Ninth Cactuar

Sanubia Desert Return to the Cactuar statue and the last one automatically appears behind you.

GRADIUS III AND IV

Elite Codes

These commands can be done multiple times in Gradius III. In Gradius IV. you must beat the first boss of the game to do the tricks and they can be done once per level beaten thereafter. If you don't use the power-up trick in a level, you can build it up to use it multiple times in the next level

Double Weapon Power-Up

In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, Square, Triangle

Laser Weapon Power-Up

In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, X,

Hidden Modes in Gradius

Cube Attack Appears in Extra mode: Reach Stage 9 Gradius 1 Stages Appear in

Extra Mode Get hit with a bullet from the boss of

Stage 10. Extra Edit Appears in Extra Mode

Complete the entire game once. More Weapons

Complete game in Extra Edit. Hidden Modes in Gradius IV:

Boss Rush Mode Complete the entire game once.

using a Continue

Stage Select Complete the entire game without

Full Power-Up in Gradius IV In the game, make sure you have beaten a level and the end level boss. After this, press START to pause the game and then press Up, Up, Down, Down, Left, Right, Left Right, X, Circle. Press START to unpause the game and your ship will be fully powered-up with lasers, options, shield, etc. This will only work once per level, so use it wisely. You can build it up by clearing multiple levels without using it, and then you can do the trick more than

GRAND THEFT AUTO 3

once per level.

Button Codes Enter these codes at any time while playing your game

Clear Weather

, L2, R1, R2, R2, R1, L2, Triangle Foggy Weather R1, R2, R2, R1, L2, X

Cloudy Weather , R2, R2, R1, L2, Square Rainy Weather L1, L2, R1, R2, R2, R1, L2, Circle

Faster Clock Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle,

Tank Unlocked

Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle

Lower Wanted Level

R2, R2, L1, R2, Up, Down, Up, Down, Up, Down, Up, Down

Higher Wanted Level R2, R2, L1, R2, Left, Right, Left, Right Left Right

Great Handling Car R1, L1, R2, L1, Left, R1, R1, Triangle

Pedestrians Fight Each Other Down, Up, Left, Up, X, R1, R2, L2, L1 Pedestrians All Hate You

Pedestrians All Hate You Down, Up, Left, Up, X, R1, R2, L1, L2

Crazy Pedestrians

R2, R1, Triangle, X, L2, L1, Up, Down Wear Different Outfits

Right, Down, Left, Up, L1, L2, Up, Left, Down, Right

GRAND THEFT AUTO: VICE CITY

Feloniously Cool Codes
Enter these codes at any point during

Enter these codes a regular gameplay:

Cheat!

Get weapons (set 1): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up

Get weapons (set 2): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left

Get weapons (set 3): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down

Get full armor: R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up

Get full health: R1, R2, L1, O, Left, Down, Right, Up, Left, Down, Right, Up Raise wanted level: R1, R1, O, R2,

Haise wanted level: R1, R1, U, R2, Left, Right, Left, Right, Left, Right Lower wanted level: R1, R1, O, R2, Up, Down, Up, Down, Up, Down

Weirdness
Die instantly: Right, L2, Down, R1,
Left, Left, R1, L1, L2, L1
Attract women: O, X, L1, L1, R2, X, X,

O, Triangle All cars are pink: O, L1, Down, L2, Left, X, R1, L1, Right, X All cars are black: O, L2, Up, R1, Left,

X, R1, L1, Left, O Time goes faster: O, O, L1, Square L1, Square, Square, Square, L1, Triangle O, Triangle

Triangle U, Triangle Time goes slower: Triangle Up, Right, Down, Square R2, R1 Drive on water: Right, R2, Circle, R1,

L2, Square, R1, R2 Alter wheel size: R1, X, Triangle, Right, R2, Square, Up, Down, Square Flying cars: Right, R2, Q, R1, L2, Down, L1, R1

Chaos

Blow up all cars: R2, L2, R1, L1, L2, R2, Square, Triangle, O, Triangle L2, L1

Insane drivers: R2, 0, R1, L2, Left, R1, L1, R2, L2 Murderous pedestrians: Down, Left, Up, Left, X, R2, R1, L2, L1 Pedestrians want to kill you: Down, Up, Up, Up, Up, X, R2, R1, L2, L2

Character shift

Change getup: Right, Right, Left, Up, L1, L2, Left, Up, Down, Right Play as Ricardo Diaz: L1, L2, R1, R2, Down 11 R2 12 Play as Lance Vance: O, L2, Left, X, R1, L1, X, L1 Play as Candy Suxxx: 0, R2, Down, R1, Left, Right, R1, L1, X, L2 Play as Ken Rosenberg: Right, L1, Up, L2, L1, Right, R1, L1, X, R1 Play as Hilary King: R1, O, R2, L1, Right, R1, L1, X, R2 Play as Love Fist Member: Down, L1, Down, L2, Left, X, R1, L1, X, X Play as another Love Fist Member: R1, L2, R2, L1, Right, R2, Left, X, Square, L1 Play as Phil Cassady: Right, R1, Up, R2, L1, Right, R1, L1, Right, O Play as Sonny Forelli: 0, L1, 0, L2, Left, X. R1, L1, X. X

Play as Mercedes: R2, L1, Up, L1,

Right, R1, Right, Up, O, Triangle

Car Get!

Summon Bloodring Racer: Down, R1, 0, L2, L2, X, R1, L1, Left, Left Summon Bloodring Banger: Up, Right, Right, L1, Right, Up, Square, L2 Summon Caddie: 0, L1, Up, R1, L2, X, R1, L1, 0, X Summon Hotring Bacer: R1, 0, R2

N. L.I., U.X. Summon Hotring Racer: R1, O, R2, Right, L1, L2, X, X, Square, R1 Summon another Hotring Racer: R2, L1, O, Right, L1, R1, Right, Up, O, R2 Summon Love Fist Limo: R2, Up, L2, Left, Left, R1, L1, O, Right Summon Rhino: O, O, L1, O, O, D, L1, L2, R1, Triangle O, Triangle Summon Romero's Hearse: Down, R2, Down, R1, L2, Left, R1, L1, Left, Right

Summon Sabre Turbo: Right, L2, Down, L2, L2, X, R1, L1, O, Left Summon Trashmaster: O, R1, O, R1, Left, Left, R1, L1, O, Right

Weather Control

Sunny weather: R2, X, L1, L1, L2, L2, L2, Down Cloudy weather: R2, X, L1, L1, L2, L2, L2, Triangle Cloudier weather: R2, X, L1, L1, L2, L2, L2, Square Tropical storm: R2, X, L1, L1, L2, L2,

Foggy weather: R2, X, L1, L1, L2, L2, L2, X

HIGH HEAT BASEBALL 2002

Automatic Grand Slams

In Create A Player screen, make a guy called SLUGGER. If the bases are loaded when he's up, he'll always hit

Infinite Creation Points

HITMAN 2: THE SILENT ASSASSIN

Murderous Codes

Note: If you use these codes, you won't be able to complete missions. In other words, they're just for the heck of it.

The following codes must be entered during gameplay:

Slow-motion: R2, L2, Up, Down, X, Up, L2

Full heal: R2, L2, Up, Down, X, Up, Down

Punch mode: R2, L2, Up, Down, X, Up, Up Gravity: R2, L2, Up, Down, X, L2, L2 Lethal Charge: R2, L2, Up, Down, X,

R1, R1 Bomb Mode: R2, L2, Up, Down, X, Up, L1

Megaforce: R2, L2, Up, Down, X, R2, R2 Nailgun Mode: R2, L2, Up, Down, X,

L1, L1
This last one must be entered from the Title screen:

Level Menu: R2, L2, Up, Down, Square, Triangle, Circle

LORD OF THE RINGS: THE TWO TOWERS

Killer Codes

These codes must be entered from the Pause menu:

Get 1,000 experience: Hold down L1, R2, L2, and R2, and press X, Down, Down, Down

Replenish arrows/axes: Hold down L1, R2, L2, and R2, and press X, Down, Triangle

Get all level 8 attacks: Hold down L1, R2, L2, and R2, and press X, X, Down, Down

Fully replenish health: Hold down L1, R2, L2, and R2, and press Triangle, Down, X, Up

THE MARK OF KRI

Opponent StrengthEnter the following codes from the

Opponents Are Weaker X, Circle, Circle, Square, X, Square, Square, Circle

Opponents Are Stronger

X, Circle, Square, Square, X, Square, Circle, Circle, X, Circle, Circle, X

MAT HOFFMAN'S BMX 2

You're Special!
Try these Specials when your meter

turns green:

Mat Hoffman Back Flip Tail Whip: Right, Down,

Circle Barhop: Right, Left, Circle Peacock: Left, Up, Circle No-hand Backflip: Down, Right, Square

1-Hand Swing Leg: Right, Left, Circle Rocket 1-foot C-bar: Right, Left, Circle

Ruben Alcantara

Decade Air: Left, Right, Circle Double Tailwhip: Down, Left, Circle S-man 1-Hand: Right, Left, Square

Joe Kowalski

Half Barspin Whip: Up, Left, Circle 1-Hand C-bar: Right, Left, Square S-man 1-H: Left, Right, Circle

MAX PAYNE

Button Codes

Pause the game at any point and enter these codes.
Invulnerability:

L1, L1, L2, L2, R1, R1, R2, R2 (NOTE: invulnerability doesn't always stay

Continue and load away

MDK2: Armageddon Invincibility

In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Up, Up, Down, Down, Left, Left, Right, Right, Square, Triangle, Square, Triangle, SELECT.

Matrix Camera

In the middle of the game, press START to pause, then press and hold L1+R1 to remove the Pause menu and give you a better look at the rotating view while you're paused.

Stationary Camera

In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Circle, X, Circle, Triangle

Racecar Camera





TIPS FOR COMPLETING LEVEL ONE



Read the mechanical book and study up before fixing the TV successfully. One reading may not be enough!



Watching fish for fun can help increase your mood. This will help with being in a good mood to study and ultimately fix the TV, get a job. cook dinner, etc.

TIPS FOR COMPLETING LEVEL TWO



You will get a house with a bathtub that takes a long time to get clean. Therefore, if you sell the tub and purchase a shower it will improve the quickness of hygiene. Additionally, the shower is cheaper than the tub, so you can get some cash out of the deal.



When you move into the Reality Bytes house, you will need to clean up before you can become in a good enough mood to get a job. Therefore, clean up the inside, as well as the outside to help improve mood.

Kevin Robinson

Pendulum: Left, Right, Square Rocket 1-Foot C-bar: Right, Left, Circle No-hand Backflip: Down, Right.

Square Mike Escamilla

Back Flip No-foot: Left, Right, Circle Body Varial: Right, Up, Square Decade Air: Right, Left, Square

Nate Wessel

Back Flip No-foot: Right, Left, Circle Pendulum: Left, Right, Square S-man Doub Seat: Down, Left,

Rick Thorne

on. Watch your health after an auto save).

All Weapons, Full Ammo and eight Painkillers: L1, L2, R1, R2, Triangle, Circle, X,

Square

Unlock Every Level

To unlock all levels, play through subway A1, then return to the Main menu via soft reset (hold START and hit SELECT). Enter the following button combination: Up, Down, Left, Right, Up, Left, Down, Circle. This will open all levels and chapters. You can choose any one of them in the Load Levels selection. Choose

In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Circle, X, Circle, X.

MEDAL OF HONOR: FRONTLINE

Assorted Cheats

The following cheats must be entered from the Pause menu: Invincibility. Square, L1, Circle, R1, Triangle, L2, SELECT, R2 Inifinite ammo: Circle, L2, Square, L1, SELECT, R2, Triangle, SELECT

Passwords

The following passwords are to be

entered in the Password screen that you access from the Options menu: TPDOMOHTON: MOHton

WHATYOUGET: One hit kills URTHEMAN: Bullets kill YOU with one hit

BULLETZAP: Immunity to bullets WHERERU: Invisible enemies GLASSJAW: Only headshots harm enemies

BOING: Bouncing grenades LONGSHOT: Sniper zoom for all

MONKEY: Automatic gold star for current level T I M E W A R P: Earn a gold star for

ORANGUTANG: Open second

B A B O O N: Open third mission C H I M P A N Z E E: Open fourth

LEMUR: Open fifth mission G O R I L L A: Open sixth mission B A C K S T A G E D: Unlock gallery item "Making of D-Day" BACKSTAGET: Unlock gallery item "Making of a Storm in the Port" BACKSTÄGER: Unlock gallery item "Making of A Needle in a Haystack

BACKSTAGEF: Unlock gallery item "Making of Several Bridges Too

BACKSTAGEI: Unlock gallery item "Making of Rolling Thunder BACKSTÄGES: Unlock gallery item "Making of The Hornet's Nest" A N I M R E E L: Unlock gallery item "From the Animator's Desk"
M A G G O T A H O Y: Unlock gallery item "A Good Day to Dye" DAWOIKS: Unlock everything

MIKE TYSON'S BOXING

Code Assault

All the codes should be nut in at the Press Start title screen. You'll see a confirmation if you've done it

Unlock the works! Press Square, Circle, L2, R2

More custom boxer parts ess L1, R1, X, X, Triangle, X

Big Head Mode

Various Cheats

ess Square, Circle, Up, Down

Small Head Mode Press Square, Circle, Down, Up

2D Mode

Press Down, Up, Circle, Square "Mutant" Mode

Press Square, Left, Up, Triangle MLB SLUGFEST 20-03

On the Today's Match-Up screen, press the Square, X, and Circle buttons the number of times shown to switch the symbols in the three boxes on the screen, and then press the direction indicated on the D-pad For example, if the code is 3,2,1 Down, you will press Square three times, X two times, Circle once, and then Down on the D-pad.

Tournament Mode

Unlimited Turbo

Max Speed

Max Power

Rocket Park Stadium

Roman Coliseum Stadium

Eagle Team Horse Team

Lion Team

2,2,0, Right

Pinto Team

Team Todd McFarlane Team Terry Fitzgerald

Extra Time After Plays

No Fatigue

Log Bat Whiffle Bat

Mace Bat **Rubber Ball**

16-inch Softball

Big Head 2.0.0 Right

MORTAL KOMBAT: DEADLY ALLIANCE

Fatalities List

When you beat someone up, entering the following commands will show you something totally graphic and probably gratuitous

Bo' Rai Cho

Belly Flop: Back, Back, Back, Down, Attack 4

Johnny Cage

Brain Ripper: Back, Forward, Forward, Down, Attack 2

Cyrax

Claw Smasher: Forward, Forward, Up, Attack 2

Drahmin

Iron Bash: Back, Forward, Forward, Down, Attack 3

Frost

Freeze Shatter: Forward, Back. Up. Down, Attack 1

Hsu Hao Laser Slicer: Forward, Back, Down, Down, Attack 2

Jax

Head Stomp: Down, Forward, Forward, Down, Attack 2

Kano

Open-Heart Surgery: Forward, Up, Up. Down, Attack 1

Kenshi Telekinetic Crush: Forward, Back,

Forward, Down, Attack 3 Kitana

Kiss of Doom: Down, Up, Forward, Forward, Attack 2

Kung Lao

Splitting Headache: Down, Up, Back, Attack 3

Li Mei Super Crush Kick: Forward, Forward,

Down, Forward, Attack 4

Mavado

Kick Thrust: Back, Back, Up, Up, Attack 1

Nitara

Blood Thirst: Up, Up, Forward, Attack 1

Quan Chi

Neck Stretcher: Back, Back, Forward. Back, Attack 3

Raiden

Electrocution: Back, Forward, Forward, Forward, Attack 3

Reptile

Acid Shower: Up, Up, Up, Forward, Attack 3

Scorpio

Spear Head: Back, Back, Down, Back, Attack 4 Shang Tsung

Soul Steal: Up, Down, Up, Down, Attack 2

Sonya Kiss of Death: Back, Forward,

Forward, Down, Attack 2 Sub-Zero

Skeleton Rip: Back, Forward, Forward, Down, Attack 3

NEED FOR SPEED 2: HOT PURSUIT

Unlock Cars

All these codes must be entered from the Main menu.

Ford TS50

Right, Left, Right, Right, Left, R2,

Lotus Elise

Triangle, R2, Triangle, R2, Left, Square, Left, Square

Lamborghini Diablo 6.0 YT

Aston Martin V12 Vanquish R2, Right, R2, Right, Triangle, Left, Left

BMW Z8

Square, Right, Square, Right, R2, Triangle, R2, Triangle

Corvette z06 eft, R2, Left, R2, L1, R1, L1, R1 Ferrari F50

L1, Triangle, L1, Triangle, Right, L2,

Ferrari F350

1, Square, L1, Square, Right, R1, Right R1

HSV Coupe GTS L1, L2, L1, L2, R1, Triangle, R1,

McLaren F1 LM Square, L1, Square, L1, Triangle, Right, Triangle, Right

Unlock Porsche Carerra GT Left, Right, Left, Right, R1, R2, R1, R2

NO ONE LIVES FOREVER

Level Select

On the Main Menu screen, highlight the Load Game option. Now, press and hold L3 and R3 simultaneously (press in both analog stick buttons and hold them). With these held, press X. This will give you access to the Select Mission screen, where you can choose your starting point of any mission of the game

PARAPPA THE RAPPER 2 Ninia Star Mode

At the stage selection screen, hold R1 + R2 and then select a stage.

Skip Opening Stage **Cinematics**

At the stage selection screen, hold L1 + L2 and then select a stage. Earn the Blue Hat Successfully complete the game

Earn the Pink Hat Successfully complete the game with

Earn the Yellow Hat

Successfully complete the game with the pink hat

Song Test

Successfully complete the game with the yellow hat to unlock a new dog house that allows you to listen to any song in the levels that you finished with a cool rating.

Bonus Stage

To unlock a bonus stage after any regular stage, finish the stage with a good score (near 1.000 points). You will be brought to Chop Chop Master Onion Head, who gives you a little bonus game before returning to the stage selection map

Secret Rap About PaRappa

Go though the opening FMV sequence to the part where PaRappa is writing his name and all the characters appear. Wait until a demo of the game appears. Go through the demo and the opening FMV sequence will appear again. Go through that and the part where PaRappa writes his name. Wait again. Instead of a demo, the colorful noodles will appear on the sides of

the screen and the song will start playing.

Sunny's Music Video

Successfully complete the game with the yellow hat, then do the "Secret Rap" trick. Go through the whole song. A music video with Sunny singing her intro music onstage will

Control Time of Day

The game places PaRappa's neighborhood at the same time of day indicated by the PlayStation 2's time setting. For example, if you set the time to 11:30 a.m., it will be bright and sunny in the game. If it is 7 n.m. it will be sunset. If you set. the time to 11 p.m., it will be dark

PIRATES: THE LEGEND OF BLACK KAT

Random Codes

The following codes can be entered at any time during gameplay. Invincible Wind Dancer: Hold R1 + R2, hit SELECT, Triangle, L1, X, R3, L2, Square, R3, Circle, L3 Infinite Wind Boost with Wind Dancer: Hold R1 + R2, hit SELECT, L1, R3, Square, L3, Circle, L2, Triangle, X,

Upgrade Wind Dancer to Galleon:

Circle, L3, Triangle Get 1,000,000 Gold Doubloons: Hold R1 + R2, hit Triangle, R3, L1, Square, X, R3, SELECT, L3, Circle, L2 All Items Infinite: Hold R1 + R2, hit Triangle, L1, SELECT, L2, R3, L3, Square, X, R3, Circle Reveal Hidden Treasure on Map: Hold R1 + R2, hit Circle, X, Square, Triangle, L1, SELECT, L3, L2, L3, R3 Reveal All Treasures on Map: Hold

R1+ R2 hit R3, X, Triangle, L3, Circle,

L1, SELECT, L3, Square, L2 **RATCHET & CLANK**

Various Cheats

These codes are activated once you defeat Drek. You enter them by accessing the Goodies menu and performing a series of moves. Each code will have listed the moves you'll need to perform in order to activate

Big Head Mode (Clank)

Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch

Big Head Mode (Ratchet)

Flip Back, Flip Back, Flip Back, Full Second Crouch, Stretch Jump, Full Second Glide

Big Head Mode (Enemies) Stretch Jump, Flip Back, Flip Back, Flip Back, Stretch Jump, Flip Back,



Dragon Ball Z:

Budokai **SUSHI SAYS: Quick reflexes** are key. Spend some time in the Practice mode learning to

block and deflect Ki attacks. If you get the timing down, you'll have a huge advantage against human opponents.



SUSHI SAYS: If you double-tap Forward and race at your opponent, Ki attacks will bounce right off of you!

SUSHI SAYS: Collecting all the Dragon Balls is the only way to earn the powerful

breakthroughs. To get them easily, enter and exit Mr. Popo's shop until he sells them from his recommended list for 8,000 zenie apiece. It takes some time, but it's well worth it. Better yet, bribe (or

SUSHI SAYS: Still getting beat to a pulp in the **World Tournament?** Remember to keep your back to the center of the ring at all times—ring outs are a really easy way to lose. Keep your guard up, and wait for the openings!



SUSHI SAYS: There is no disgrace in striking down an enemy from behind. Master sidestepping attacks and you'll have no trouble defeating the toughest opponents. Once you find the rhythm, you can sidestep an attack, and then hit your favorite combo to knock your enemy into next week.

Hold R1 + R2, hit L2, Triangle, R3, L3, X, Square, R3, SELECT, L1, Circle Invincible Katarina: Hold R1 + R2, hit X, Circle, L3, Triangle, R3, SELECT, R3, L2, Triangle, L3 Get All Chest Keys: Hold R1 + R2, hit Circle, SELECT, X, Square, R3, L1, L3, 12 Triangle 13 Get Next Sword: Hold R1 + R2, hit

R3, SELECT, L2, L3, Square, X, L1,

Flip Back, Flip Back, Stretch Jump, Flip Back, Flip Back, Full

Big Head Mode (NPCs)

ip Left, Flip Right, Flip Back, Flip Back, Comet-Strike, Double Jump, Comet-Strike, Hyper-Strike

Full Health Invincibility Comet-Strike (x4), Flip Back, Fu Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4)

Mirrored Levels

Flip Left, Flip Left, Flip Left, Flip Left, 3-Hit Wrench Combo, Hyper Strike, Double Flip Right, Flip Right, Flip Right, Double Jump, Full Second

Trail Filter

Wall Jump (x10), Double Jump,

RUMBLE RACING

Password Codes

Go into the game options. Move down to the Load and Save option and press Right on the controller to bring up the Password option. On the Password screen, enter your name as one of the codes shown below to unlock these cars.

High Roller

Buckshot

Sporticus

Van Itty

Gamecus

Pro Cup 2

Pro Cup 3

Elite Cup 1

Elite Cup 2

Elite Cup 3 Elite Cup 4

EA Elite Cup

EA Stunt Cup

Circus Minmus Track

XXS Tomcat Vehicle NALDSHHSD

Vortex Vehicle

Thor Vehicle

Stinger Vehicle

Revolution Vehicle

Road Trip Vehicle

Interceptor Vehicle

RYGAR: THE LEGENDARY ADVENTURE

Holdover Stats Beat the game on any difficulty

setting, and any subsequent games you start on the same memory card will have your attack and defense stats held over, as well as any mystic stones vou've acquired

Pizza Diskarmer

Beat the game on any difficulty. Hold L1 on the Tecmo screen until it fades out to activate. Then start the game.

One World Mode

Simply beat the game on any difficulty to access One World mode.

SILENT HILL 2 **Extra Options**

Select Option from the Main menu, and press L1 + R1 to open the Extra

SILPHEED: THE LOST PLANET

Every Weapon Available

As soon as you get to the Title screen, press START. When you get

to the name entry screen, enter GLOIRE as your codename. After you have done this, go to the Select Weapon screen-you will see that all of the weapons will be available for each side of your ship!

SLEDSTORM

Codes For You

Enter the codes at the Press Start screen while holding down R1 + L1

Unlock All Characters

Circle, Triangle, Circle, Triangle

Unlock All Sleds

fircle, Square, Circle, Square, Circle,

Unlock All Tracks

cle Left Circle Right Circle Up

Unlock Hover Sled fircle, Triangle, Square, Circle,

Unlock Everything

Circle, Square, Up, Circle, Triangle, Down

SMUGGLER'S RUN 2

Button Codes

First, pause your game, then enter any of the following codes.

More Time Warp R1 L1. L2. R2, Right, Right, Right Less Time Warp

Left, Left **Get Invisibility**

Get Rid of Gravity

Get Light Cars L1, R1, R1, L2, R2, R2

SPIDER-MAN

Assorted Codes

These codes are to be entered in the Cheats field in the Specials section of the main menu

KOALA: Opens all combat controls LMIARMAS: Onens all stages HEADEXPLODY: Opens Pinhead

Bowling mode ARACHNID: Unlocks all above options, plus Gallery extras GIRLNEXTDOOR: Opens Mary Jane as a playable character HERMANSCHULTZ: Opens

Shockers as a playable character S E R U M: Opens a scientist as a

KNUCKLES: Opens a thug as a playable character

STICKYRICE: Opens another thug as a playable character THUGSRUS: Opens yet another thug as a playable character FREAKOUT: Opens still a fourth thug as a playable character CAPTAINSTACEY: Opens a

helicopter pilot as a playable character REALHERO: Opens a security guard as a playable character ORGANICWEBBING: Gives

you unlimited web fluid CHILLOUT: When playing as Green Goblin, your glider will never

ROMITAS: Allows you to skip levels from the pause menu D O D G E T H I S; Unlocks Matrix

SPIDERBYTE: Shrinks Spider-Man by a considerable degre GOESTOYOURHEAD: Big Head mode JOELSPEANUTS: Big Head mode for enemi-UNDERTHEMASK: Unlocks

SPYHUNTER

Random Secrets

These codes are to be entered as if you were creating a new player

profile for the game. After you enter them, you'll bounce back to the Main menu without having created an actual profile. You can view the movies you unlock by going into System Options from the main menu. and selecting Movie Player from the Options menu.

WWS 4 1 3: Opens Early Test S C W 8 2 3: Open Spy Hunter

Concept Art movie MAKING: Opens Making of Spy

SALIVA: Opens Saliva: Your Disease movie. G U N N: Opens Saliva: The Spy Hunter Theme movie

SOCOM US NAVY SEALS

Headset Codes

You actually have to say these commands into the headset included in the game. Specific instructions are

"Bravo defuse bomb": Point your crosshairs on a bomb and this will automatically defuse it. "Bravo open door": Point your

crosshairs at a door and this will "Breech, bang, clear": Point your

crosshairs at an open room and all your squad members will throw grenades inside.
"Team low profile": Your squad will

go into Stealth mode

SSX

Button Codes

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered

Unlock Everything

Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders outfits boards and courses in the game

All Attribute Points

Circle, Circle, Circle, Circle, Circle, X, Triangle, Square

Crazy Runners

Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in

Unlimited Hints

Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

STAR TREK YOYAGER: ELITE FORCE

Button Codes

To enable any of these codes, pause the game, and then press and hold the following combination of buttons. You will hear a voice confirming that the code has been entered properly. It takes a little bit of timing, so be

Invulnerable

+ R2 + L2 + R3 + SELECT

Refil Ammo

R1 + R2 + SELECT. (This only refills the currently selected weapon. If you wish to refill the others, switch weapons and enter the code for each corresponding weapon.)

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Heal to 999

L1 + R1 + SELECT

+ R1 + R2 + SELECT Armor 100+

STAR WARS: BOUNTY HUNTER

Mad Unlocks

The following codes must be entered from the Code Setup scree Unlock All Concept Art: R ARTISTS ROCK Get All TGC Cards: GO FISH

Unlock Chapters

Chapter 1: SEEHOWTHEYRUN Chapter 2: CITYPLANET

Chapter 4: DUGSOPLENTY

Chapter 5: BANTHAPOODOO Chapter 6: MANDALORIANWAY

Unlock Missions

- GIMMEMY, IETPACK
- 4. RIGCITYNIGHTS
- 5. IEATNEREMEAT VOTE4TRELL
- LOCKUP WHAT A RIOT
- 10: RIGMOSOUITOS ONEDEADDUG
- 12: WISHIHADMYSHIP 13: MOSGAMOS
- 14: TUSKENS R US
- 15: BIG BAD DRAGON 16: MONTROSSISBAD
- 17: VOSAISBADDER 18: JANGOISBADDEST

STAR WARS: STARFIGHTER

Password Codes

On the Main menu, access the options, then go to Code Setup. Now, enter the following passwords to unlock each cheat as shown.

Unlock All Levels

everything except the bonus

Bonus Multiplayer Missions

Secret Ship for Bonus Missions

Disable Cockpit Display

Ship and Cast Pics **Pre-production Art**

Pictures of Simon

Development Team Pics

View Credits

Invincible Mode

Jar Jar Mode

JARJAR (This will reverse your ship's

Director Mode

DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1

for zoom)

Christmas FMV WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

STAR WARS: SUPER BOMBAD RACING

Button Codes

Enter the following codes on the Main Menu screen.

Boba Fett

Square, Circle, Triangle, Circle, Square. Boba Fett's ship will replace any ship you choose on the Racer

AAT Battle Tank

ircle, Triangle, Square, Circle, Triangle, Square. The tank will replace any ship you choose on the

Speed Start

Press and hold X+R2 immediately before the final race light appears.

Super Speedy Mode

Super Arena Mode

Left, Right, Left **Grrl Power Enabled**

Down, SELECT, Up, SELECT, Left,

Jawa Language SELECT, Square

Battle Droid Language

Spanish Language

German Language

French Language

Italian Language

English Language

Slip 'N' Slide Mode **Backward Racers**

Super Spinning Mode

wn, Right, Left, Up, Down Super Honk Circle, Circle, Circle, Circle, L2,

Death Star Power-up

Infinite Boost Unlock Space Freighter Arena

All Racers Are Shaak

All Racers Are Kaadu

STATE OF EMERGENCY

Unlock Characters Unlock Spanky: Right, Right, Right, Right, Triangle Unlock Freak: Right, Right, Right, Right Circle Unlock Bull: Right, Right, Right,

Right X

Unlock Weapons AK47: Press Left, Right, Down, R2, Triangle Flame Thrower: Press Left, Right, Down R1 Circle Grenade: Press Left, Right, Down, R2,

Square Grenade Launcher: Press Left, Right, Down, R1, Square

M16: Press Left, Right, Down, R2, Minigun: Press Left, Right, Down, R1,

Triangle Molotov Cocktail: Press Left, Right, Down, R2, X

Pepper Spray: Press Left, Right, Down, L1, Square Pistol: Press Left, Right, Down, L1, Triangle

Rocker Launcher: Press Left, Right, Down, R1, X Shotgun: Press Left, Right, Down, L2, Triangle

Tazer: Press Left, Right, Down, L1. Circle Tear Gas: Press Left, Right, Down, L1,

Random Stuff Big player: R1, R2, L1, L2, Triangle Little player: R1, R2, L1, L2, X Regular-sized player: R1, R2, L1, L2, Circle

Infinite ammo: 11 12 R1 R2 Triangle Infinite time: L1, L2, R1, R2, O Complete current mission: Left, Left,

Left, Left, Triangle Invulnerability: L1, L2, R1, R2, Square Looting on the Rise: R1, L1, R2, L2,

Triangle Punches Decapitate: L1, L2, R1, R2, X

STREET HOOPS

III Codes

As you'd expect, enter all these codes inside the fancy cheat menu

Block Party

R1 Circle 12 **Power Game**

Black Ball

R2, R2, Circle, L2 Red, White, and Blue Ball

ircle, R2, Square, R2

Clown Outfits Square, L1, Square, Circle

Tuxedo 2. L2. Circle, Square

Pimp Costumes

Cowboy Clothes

Kung-Fu Outfits Circle, Square, L1

Santa Claus R2, L2, R2, L2

STUNTMAN

Unlock Stuff

From the Main Menu screen, choose the Stuntman Career option. Next, choose the New Game option and. on the Password screen, enter any one of these codes. (Note: All the codes are case-sensitive, so be sure to enter the upper and lower case letters exactly as shown.)

Access All Cars

Put in spiDER to unlock every car in training modes and stunt constructor.

Access All Toys

Put in MeFf to unlock all of the toys in the stunt constructor.

SUPERMAN: SHADOW OF APOKOLIPS

Assorted Codes

Codes must be entered from the Cheats section in the Options menu: JOR EL: Infinite superpower S M A L L V I L L E: Infinite health LANALANG: Opens all movies LARA: Opens all biographies

TIME CRISIS II

Arcade Mode Secrets

Extra Credits

Play through Story mode and use all three of your credits to earn a fourth credit at the start of your next game You can keep doing this until you get

Free Play

If you've earned nine credits in Story mode and still use up all your continues, you'll activate Free Play, where you have infinite continues

Extra Life

When you unlock Free Play, you can go to the Game Options screen and change the number of health boxes you have during the game. Instead of the standard three lives, you can have up to nine.

New One Stage Trial Stages Get to Stages 2 and 3 in Story mode

Auto Bullets

If you finish Story mode twice. players 1 and 2 can select Auto Bullets. Auto Bullets act like the game's machine gun (unfortunately, though, you will have to keen reloading when you use this feature)

Infinite Bullets

Finish Story mode with Auto Bullets and both players can select Infinite Bullets, so they never have to reload.

Wide Bullets

inish Story mode with Infinite Bullets and both players can select Wide Bullets. These bullets are like a shotgun blast, giving the player a huge shot radius.

Mirror Mode

Finish the Story mode without continuing and you'll open up Mirror mode, a flip-flopped version of the

Crisis Mission Tricks

To unlock the hidden Crisis Mission extra game, simply finish Story mode. In this bonus game, you must clear missions, such as scoring so many points in a round or killing a certain number of enemies. The game consists of five "days," with each day containing five missions and one EX mission.

Days 2-5

Complete most of the missions in the current day to open up the next day. **EX Missions**

Complete all the missions in a day to open up the EX mission.

Final Mission 2

Complete all the hidden missions and the final mission to unlock this true final mission

Music Player

Complete Crisis Mission and you'll unlock this sound test mode.

Quick & Crash Trick Extra Modes.

Earn a score that places in the top five to unlock three new modes of play: Chain Hit, One Shot and 10 Seconds

Shoot Away II Trick Extra Mode:

Earn the high score in the Retro mode to unlock an updated version of the classic game, Shoot Away II

TONY HAWK'S PRO SKATER 3

Backdoor Codes Go to the Main menu and select the options. Go to Cheats and enter the code BACKDOOR. You will hear a sound indicating if you've entered it correctly. Now, start a new game, and pause once gameplay has started. There will be a new option available, called Cheats. Select it to open a Cheat menu which allows you to toggle on or off a bunch of cool cheats. To turn a code on or off, hit the X button.

Random Codes

YOHOMIES: Opens all secret

PUMPMEUP: Maxes the stats of current skate PEEPSHOW: Opens all movies

ROADTRIP: Automatically completes all career goals for current skater, plus opens all levels MAGICMISSILE: Performs the effects of all above codes

TONY HAWK'S PRO SKATER 4

Crazy Physics

Enter "superfly" at the Cheat menu to make the physics all crazy.

TWISTED METAL: BLACK **Button Codes**

In the middle of the game, press and hold L1+L2+R1+R2. Keep holding this button combination down and enter one of the following codes. Make sure you have the control settings on Classic before entering these tricks. The trick you just entered will appear on the screen if done correctly.

Invulnerability

Up, Down, Left, Right, Right, Left, Down, Up

God Mode

X. Left. Circle Killer Weapons

Mega Guns Triangle

Weapons for Health

Triangle, X. Square, Circle

New Yiew for Weapons

In the game, press Right+SELECT to get a different look for your weapon

TY THE TASMANIAN TIGER

Assorted Cheats

The following codes can be entered

during regular gameplay. Reveal All Items L1, R1, L1, R1, Triangle, Triangle

Right, Square, Square, Right, R2, R2 Instant Abilities L1, R1, L1, R1, Triangle, Triangle,

Square, Square, Triangle, Square **Get Technorang**

L1, R1, L1, R1, Triangle, Triangle, Triangle, Square, Triangle, Square

Unlock Extra Level

If you finish the game with all the pick-ups (Opals, Eggs, and Cogs), you'll unlock a bonus stage and get second ending.

VIRTUA FIGHTER 4

Created Character Tricks

The following tricks can only be done with a created character. To create a character, choose Data Files from the main menu and pick "New Player. From the New Player menu, create an A.I. file, and then save.

VF1 Models

In order to get character models styled after the first Virtua Fighter game, have a created fighter reach at least the first Dan ranking. Next, select that fighter, then hold Punch and Kick until the match begins.

Classic Victory Poses

Have a created fighter reach the second Dan rank. Hold Punch, Kick, and Guard during the replay after winning to see the classic pose from the first Virtua Fighter game

Classic Victory Poses, Part 2 Have a created fighter reach third Dan rank. Hold Punch + Kick during

the replay after winning to see Bonus Stages for VS. Mode

Unlock the following bonus stages by reaching the corresponding rank level with a created character.

Training Stage 1 rst Dan rankir

Training Stage 2

Training Stage 3

Play as Dural in VS. Mode Defeat Dural in Kumite mode with a created fighter.

WIPEOUT FUSION

Random Codes

From the Main Menu screen, choose the Extras option and then choose the Cheats option. On the password screen, enter the following button configurations onscreen.

Super Fast Ship Square, X, X, X, Triangle

Retro Planes Circle, Triangle, Square, X

Infinite Weapons

riangle X. Circle, Square **Animal Ships** Triangle, Circle, Circle, Triangle, X

Features Unlocked Triangle, Circle, Triangle, Circle

Mini Ships Circle, Square, Square, X, Circle

ZONE OF THE ENDERS Versus Mode

To open the Versus mode, enter the following code at the Title screen: Circle, X, Right, Left, Right, Left. Down, Down, Up, Up. If you've entered the code correctly, a special

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sound effect will play. You can select the Versus mode from the Main menu.

Trade Level for Health/Ammo

You can trade an experience level for a refill of health and ammo at any point during the game. Simply pause the game and enter the following code: L1. L1. L2, L2, L1, R1, L1, R1 R2, R1. Note that this code will not work if you are already at Level One

GAME BOY ADVANCE

ADVANCE WARS

On the select mode screen, choose VS. mode and pick a New game. Press and hold the SELECT button while choosing a map to play, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra

CASTLEVANIA: CIRCLE OF THE MOON

(Note: This trick was done on a preproduction version of the game and is subject to change.) From the main menu screen, choose Data Select. Begin a new game and, on the name entry screen, but in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode

Beat the game once. Put in FIREBALL as your name, to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards Magician will replace Vampirekiller in the upper lefthand corner

Fighter Mode

Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. Fighter will replace Vampirekiller in the upper lefthand corner.

Shooter Mode

Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. Shooter will replace Vampirekiller in the upper lefthand

Thief Mode Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper lefthand

CRUISIN' VELOCITY

Everything Unlocked

From the Main menu, access the Password option. Enter these codes to get to new levels in the singleplayer Freestyle mode.

Holland Open HIDDSNST

Holland, Ireland and Alaska Open

All Levels Open

DOOM GBA

To get any of the following cheats, you have to pause the game. Then, hold down the Left and RightShoulder buttons simultaneously, then (while still holding down L+R) enter the button code as shown.

Advance Levels

A, B, A, A, B, B, A, A (You will advance about five levels, depending

on the current level.) All Weapons, Items, Keys

Radiation Suit

Invincibility

God Mode A, A, B, A, A, A, A

Computer Map A. A. A. A. A. A.

Advance Levels A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current level)

Berserk Mode B. A. B. A. A. A. A. A.

EARTHWORM JIM

Press START to pause the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift, You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

Level Select

Press START to pause during the game, then enter the following commands to skip to the specific levels as shown

What the Heck?

SELECT R-Shift B Down 1-Shift B Down the Tubes

Up. L-Shift, Down, A. R-Shift, A Snot a Problem

R-Shift, Up, SELECT, L-Shift, R-Shift,

Level 5

R-Shift, L-Shift, A. B. B. A. L-Shift, R-

For Pete's Sake

Right, Left, R-Shift, L-Shift, A, R-**Buttville**

L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT

ECKS VS. SEVER

Ecks Level Passwords Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Level 8

Level 9 Level 10

Level 11

EXONERATE Level 12

Level 2

Level 3

SAVAN

Level 6

Level 8

Level 5

Level 7

SEETHE

Level 9

Level 10

Level 11

Level 12

SACROSANCT

FINAL FIGHT ONE

On the Mode Select screen, highlight and access the Options screen. Move down, highlight Exit and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret.

50

Alpha Guy 200

500

Alpha Cody

800

Select 1,300

Change 2.000

Rapid Punch After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select scree. Either highlight Guy and press Left, or highlight Haggar and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight Next and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

GT ADVANCE: CHAMPIONSHIP RACING

On the Title screen, press and hold the L-Shift+R-Shift buttons, then enter one of the codes below. You'll hear a sound if you entered the trick correctly

Extra 1

Hold Right and press B

Extra 2 Hold Left and press B

Ending Credits $\operatorname{\mathsf{Hold}}\nolimits \, \mathsf{Up} \, \mathsf{and} \; \mathsf{press} \; \mathsf{B}$

GT ADVANCE

On the Title screen (where the Press Start Button is flashing), press and hold L-Shift+R-Shift+Up+Left. While holding these buttons, press B. All of the cars in Quick Race, Time Attack, and Practice mode will open.

On the Title screen (where the Press Start Button is flashing), press and hold L-Shift+R-Shift+Up+Right. While holding these buttons, press B. All of the tracks in Quick Race, Time Attack and Practice mode will open.

On the Title screen (where the Press Start Button is flashing), press and hold L-Shift+R-Shift+Down+Right. While holding these buttons, press B. All of the tune-ups in Quick Race, Time Attack, and Practice mode will be open.

ICE AGE

Choose the Password option and enter these codes for the results shown here.

Stage 2 - PBBQBB Stage 3 - QBCQBB Stage 4 - SBFOBB

Stage 5 - DBKQBB Stage 6 - NBTQBB

Stage 7 - PCTQBB Stage 8 - RFTQBB

Stage 9 - CKTQBB Stage 10 - MTTQBB

MEKRPH

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE

For each game, you can enter the famous Konami Code for different results in each game. Just go to the Main Menu screen, choose the game you want to play and, at that game's Title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound when the code is entered correctly. Below are the results for each game.

Frogger

On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Frogger

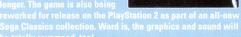
Scramble

On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Scramble, with three ships to choose

Time Pilot

On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get a bonus level in Time

Gyruss



On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to enter Stage X in the Black Hole for Gyruss

Yie Ar Kung-Fu

On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get bonus fighters immediately in a two-player game, or after a one-player game in Yie Ar Kung Fu.

Rush'n Attack

On the Title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get six lives in Rush'n Attack.

MARIO KART: SUPER CIRCUIT

For each normal cup, there is an extra cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the extra cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the extra tracks by pressing L-Shift or R-Shift on the cup screen. To open the extra tracks in Time Trial, just open the extra cups on the 150cc level

NBA JAM 2002

Plavoffs

MKĴLBFQBLDGH

the Toronto Raptors.)

NFL BLITZ 20-02

From the Main menu, choose Season

Game mode. Now, select Password

(Note: You will be in the playoffs as

From the Main Menu screen, choose

choose the opposing team. After you do this, press L-Shift, L-Shift, L-Shift,

L-Shift, B, B, B, A, A, R-Shift. You will

hear a sound to confirm correct code

entry. Now, your players will have

infinite turbo throughout the game.

PITFALL: THE MAYAN ADVENTURE

On the Title screen, enter L-Shift,

SELECT, A, SELECT, R-Shift, A, L-

appear in the middle of the screen

B to begin on the level you chose

Hold SELECT and press L-Shift or R-Shift to switch levels. Press START or

To move your character anywhere on

the current level screen, press and

hold the SELECT button. While

the while.

holding it, move the D-pad in any

direction and your character will go

there-and will be invulnerable all

Shift, SELECT. Level Select will

Exhibition. Pick your team and

and enter the following codes

Beach and Street Courts

Use up all three of your lives in the first level. When the Continue screen appears, press B. B. B. The counter will change to 9 and stop counting down. This will give you an unlimited amount of continues.

On the Title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, Select, Level Select will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels, and press START or B to begin on the level you chose. While playing, hold SELECT and press B. You will get 99 boomerangs and sling stones.

READY 2 RUMBLE BOXING: ROUND 2

Enter the following codes from the Main menu screen. You'll hear a cheering sound if it's done correctly.

Rumble Man

Left, Left, Right, Left, Right, Right, Left, Right, Left, Left, Left, Left, Left, Left, Left, Left, Right, Left, Left, Right, Ri Shaquille O'Neal

Highlight Survival and press Left, Left, Left, Left, Right, Right, Left, Left, Right, L-Shift+R-Shift.

Michael Jackson Highlight Arcade and press Left, Left. Right, Right, Left, Right, L-Shift+R-

SONIC ADVANCE

Use this code to have Tails follow you during the game, like he did in Sonic 2 & 3. Highlight Sonic and press Up. Move over to highlight Tails, and press down. Next, highlight Knuckles and press the L-trigger. Finally, highlight Amy and press the R-trigger. Move back to Sonic and press A. If the trick is done correctly, you will hear a chime. Now, during gameplay, Tails will follow your every move!

SPIDER-MAN: MYSTERIO'S MENACE W7HV1

Fluid Upgrade, Armor Upgrade. Hammerhead Defeated, Docks and Factory Open

W7HZZ

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor

W70ZZ

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open

080ZG

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor Chemcorp Open, Left Wrist Container

Z787K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum

ZV87K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container

ZY7Z2

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container,

ZV3Z0

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit

HV37K

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open. Web Compressor. Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open

JV37H

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open,

JV310

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino

Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt. Symbiote Suit

JV31

Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit, Mysterio Defeated

TONY HAWK'S PRO SKATER 2

Enter the following tricks from the Main Menu screen. You will hear a sound and the wheel will spin around when you enter the codes correctly.

Cheats Opened

Hold the R-Shift button and press B, A. Down, A. START, START, B, A. Right, B, Right, A, Up, Left. Now, access Options, and the Cheats option will be available.

Smiley Face Blood

Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down

No Blood

Hold the R-Shift button and press B, Left, Up, Down, Left, START, START

Constant Zoom In and Out Hold the R-Shift button and press Left, A, START, A, Right, START,

Right, Up. START Unlock Spider-Man

Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).

Level Select

Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down Un Un Down

Level Select and Lotsa

Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left,

URBAN YETI

Are you ready to Yeti? If you're addicted to this bizarre game but are having trouble servin' up burgers at the soup kitchen or herding all those chickens, then we have a code for you. At the Title screen, select Continue and enter the password TONYGOLD (one of the main madmen behind this game). If you entered the code correctly, you'll have access to a secret menu, where you can select your level, and the difficulty, and even listen to the game's music and sound effects.

YU-GI-OH! THE ETERNAL DUELIST SOUL

Because we love you 7 Colored Fish: 23771716 7 Completed: 86198326 Acid Crawler: 77568553 Acid Trap Hole: 41356845 Air Fater: 08353769 Air Marmot of Nefariousness: 75889523 Akakieisu: 38035986 Akihiron: 36904469 Alligator's Sword: 64428736 Alligator's Sword Dragon: 03366982 Alpha The Magnet Warrior: Amazon of the Seas: 17968114

Amoeba: 95174353 Amphibious Bugroth: 40173854 Ancient Brain: 42431843 Ancient Elf: 93221206 Ancient Jar: 81492226 Ancient Lizard Warrior: 43230671 Ancient One of the Deep Forest: 14015067 Ancient Telescope: 17092736 Ancient Tool: 49587396 Ansatsu: 48365709 Anthrosaurus: 89904598 Anti Raigeki: 42364257 Anti-Magic Fragrance: 58921041 Appropriate: 48539234 Aqua Chorus: 95132338 Aqua Dragon: 86164529 Aqua Madoor: 85639257 Arlownay: 14708569 Arma Knight: 36151751 Armaill: 53153481 Armed Ninja: 09076207 Armored Glass: 36868108 Armored Lizard: 15480588 Armored Rat: 16246527 Armored Starfish: 17535588 Armored Zombie: 20277860 Axe of Despair: 40619825 Axe Raider: 48305365 Baby Dragon: 88819587 Backup Soldier: 36280194 Banisher of the Light: 61528025 Barox: 06840573 Barrel Dragon: 81480460 Barrel Lily: 67841515 Barrel Rock: 10476868 Basic Insect: 89091579 Battle 0x: 05053103 Battle Steer: 18246479 Battle Warrior: 55550921 Bean Soldier: 84990171 Beast Fangs: 46009906 Beastking of the Swamps: 99426834 Beautiful Headhuntress: 16899564 Beaver Warrior: 32452818 Behegon: 94022093 Bell of Destruction: 83555666 Beta The Magnet Warrior: 39256679 Bickuribox: 25655502 Big Eye: 16768387 Big Insect: 53606874 Big Shield Gardna: 65240384 Binding Chain: 08058240 Bio Plant: 07670542 Black Dragon Jungle King: 89832901 Black Illusion Ritual: 41426869 Black Pendant: 65169794 Blackland Fire Dragon: 87564352 Bladefly: 28470714 Blast Juggler: 70138455 Blast Sphere: 26302522 Block Attack: 25880422 Blue Medicine: 20871001 Blue-Eyed Silver Zombie: 35282433 Blue-Eyes Toon Dragon: 53183600 Blue-Eyes White Dragon: 80631139 Blue-Eyes White Dragon: 80631139 Blue-Winged Crown: 41396436 Boar Soldier: 21340051 Bolt Escargot: 12146024 Book of Secret arts: 91595718 Bottom Dweller: 81386177 Bracchio-Raidus: 16507828 Breath of Light: 20101223 Bright Castle: 82878489 Burglar: 06297941 Burning Spear: 18937875 Buster Blader: 78193831 Call of the Dark: 78637313 Call of the Grave: 16970158 Call of the Haunted: 97077563 Candle of Fate: 47695416 Cannon Soldier: 11384280 Castle of Dark Illusions: 00062121 Castle Walls: 44209392 Catapult Turtle: 95727991 Ceasefire: 36468556 Celtic Guardian: 91152256 Ceremonial Bell: 20228463 Chain Destruction: 01248895 Chain Energy: 79323590 Change of Heart: 04031928 Charubin the Fire Knight: 37421579 Chorus of Sanctuary: 81380218 Claw Reacher: 41218256 Clown Zombie: 92667214 Cockroach Knight: 33413638 Confiscation: 17375316

Crass Clown: 93889755 Crawling Dragon: 67494157 Crawling Dragon #2: 38289717 Crazy Fish: 53713014 Crimson Sunbird: 46696593 Crow Goblin: 77998771 Crush Card: 57728570 Curse of Dragon: 28279543 Curse of Fiend: 12470447 Curtain of the Dark Ones: 22026707 Cyber Commander: 06400512 Cyber Falcon: 30655537 Cyber Jar: 34124316 Cyber Saurus: 89112729 Cyber Shield: 63224564 Cyber Soldier: 44865098 yber-Stein: 69015963 Cyber-Tech Alligator: 48766543 Dancing Elf: 59983499 Dark Artist: 72520073 Dark Assailant: 41949033 Dark Chimera: 32344688 Dark Elf: 21417692 Dark Energy: 04614116 Dark Gray: 09159938 Dark Hole: 53129443 Dark Human: 81057959 Dark King of the Abyss: 53375573 Dark Magician: 46986414 Dark Rabbit: 99261403 Dark Sage: 92377303 Dark Shade: 40196604 Dark Witch: 35565537 Dark Zebra: 59784896 Dark-Eyes Illusionist: 38247752 Darkfire Dragon: 17881964 Darkfire Soldier #1: 05388481 Darkfire Soldier #2: 78861134 Darkness Approaches: 80168720 Dark-Piercing Light: 45895206 Darkworld Thorns: 43500484 Deepsea Shark: 28593363 Delinquent Duo: 44763025 De-Spell: 19159413 Destroyer Golem: 73481154 Dice Armadillo: 69893315 Dimensional Warrior: 37043180 Disk Magician: 76446915 Dissolverock: 40826495 DNA Surgery: 74701381 Dokuroizo the Grim Reaper: 25882881 Doma The Angel of Silence: 16972957 Doron: 00756652 Dorover: 24194033 Dragon Capture Jar: 50045299 Dragon Piper: 55763552 Dragon Seeker: 28563545 Dragon Treasure: 01435851 Dragon Zombie: 66672569 Dragoness the Wicked Knight: 70681994 Dream Clown: 13215230 Driving Snow: 00473469 Drooling Lizard: 16353197 Dryad: 84916669 Dunames Dark Witch: 12493482 Dungeon Worm: 51228280 Dust Tornado: 60082869 Earthshaker: 60866277 Eatgaboon: 42578427 Eldeen: 06367785 Electric Lizard: 55875323 Electric Snake: 11324436 Electro-Whip: 37820550 Elegant Egotist: 90219263 Elf's Light: 39897277 Empress Judge: 15237615 Enchanted Javelin: 96355986 Enchanting Mermaid: 75376965 Eradicating Aerosol: 94716515 Eternal Draught: 56606928 Eternal Rest: 95051344 Exchange: 05556668 Exile of the Wicked: 26725158 Exodia the Forbidden One: 33396948 Eyearmor: 64511793 Fairy Dragon: 20315854 Fairy's Hand Mirror: 17653779 Fairywitch: 37160778 Faith Bird: 75582395 Fake Trap: 03027001 Feral Imp: 41392891 Fiend Kraken: 77456781 Fiend Reflection #1: 68870276 Fiend Reflection #2: 02863439 Fiend Sword: 22855882

Fiend's Hand: 52800428 Final Flame: 73134081 Fire Kraken: 46534755 Fire Reaper: 53581214 Firegrass: 53293545 Fireyarou: 71407486 Fissure: 66788016 Flame Cerebrus: 60862676 Flame Champion: 42599677 Flame Ghost: 58528964 Flame Manipulator: 34460851 Flame Swordsman: 45231177 Flame Viper: 02830619 Flash Assailant: 96890582 Flower Wolf: 95952802 Flying Kamakiri #1: 84834865 Flying Kamakiri #2: 03134241 Follow Wind: 98252586 Forced Requisition: 74923978 Forest: 87430998 Frenzied Panda: 98818516 Fusion Sage: 26902560 Fusionist: 01641882 Gaia Power: 56594520 Gaia the Dragon Champion: 66889139 Gaia The Fierce Knight: 06368038 Gale Dogra: 16229315 Gamma The Magnet Warrior: 11549357 Ganigumo: 34536276 Garma Sword: 90844184 Garma Sword Oath: 78577570 Garnecia Elefantis: 49888191 Garoozis: 14977074 Garvas: 69780745 Gatekeeper: 19737320 Gazelle the King of Mythical Beasts: 05818798 Gemini Elf: 69140098 Genin: 49370026 Germ Infection: 24668830 Ghoul with an Appetite: 95265975 Giant Flea: 41762634 Giant Germ: 95178994 Giant Mech-Soldier: 72299832 Giant Rat: 97017120 Giant Red Seasnake: 58831685 Giant Scorpion of the Tundra: 41403766 Giant Soldier of Stone: 13039848 Giant Trunade: 42703248 Giant Turtle Who Feeds on Flames: 96981563 Gift of The Mystical Elf: 98299011 Giganto: 33621868 Giga-tech Wolf: 08471389 Giltia the D. Knight: 51828629 Goblin Fan: 04149689 Goblin's Secret Remedy: 11868825 Goddess of Whim: 67959180 Goddess with the Third Eye: 53493204 Gokibore: 15367030 Graceful Charity: 79571449 Graceful Dice: 74137509 Grappler: 02906250 Gravedigger Ghoul: 82542267 Gravekeeper's Servant: 16762927 Graverobber: 61705417 Graveyard and the Hand of Invitation: 27094595 Great Bill: 55691901 Great Mammoth of Goldfine: 54622031 Great White: 13429800 Green Phantom King: 22910685 Greenkappa: 61831093 Griffore: 53829412 Griggle: 95744531 Ground Attacker Bugroth: 58314394 Gruesome Goo: 65623423 Gryphon Wing: 55608151 Guardian of the Labyrinth: 89272878 Guardian of the Sea: 85448931 Guardian of the Throne Room: 47879985 Gust: 73079365 Gust Fan: 55321970 Gyakutenno Megami: 31122090 Hane-Hane: 07089711 Haniwa: 84285623 Happy Lover: 99030164 Hard Armor: 20060230 Harpie Lady: 76812113 Harpie Lady Sisters: 12206212 Harpie's Brother: 30532390

Harpie's Pet Dragon: 52040216 Heavy Storm: 19613556 Hercules Beetle: 52584282 Hero of the East: 89987208 Hibikime: 64501875 High Tide Gyojin: 54579801 Hinotama: 46130346 Hinotama Soul: 96851799 Hiro's Shadow Scout: 81863068 Hitodenchak: 46718686 Hitotsu-Me Giant: 76184692 Holograh: 10859908 Horn Imp: 69669405 Horn of Heaven: 98069388 Horn of Light: 38552107 Horn of the Unicorn: 64047146 Hoshiningen: 67629977 Hourglass of Courage: 43530283 Hourglass of Life: 08783685 House of Adhesive Tape: 15083728 Hunter Spider: 80141480 Hyo: 38982356 Hyosube: 02118022 Hyozanryu: 62397231 Ice Water: 20848593 III Witch: 81686058 Illusionist Faceless Mage: 28546905 Imperial Order: 61740673 Insect Armor with Laser Cannon: 03492538 Insect Queen: 91512835 Insect Soldiers of the Sky: 07019529 Inspection: 16227556 Invader from Another Dimension: 28450915 Invader of the Throne: 03056267 Invigoration: 98374133 Jellyfish: 14851496 Jigen Bakudan: 90020065 Jinzo: 77585513 Jinzo #7: 32809211 Jirai Gumo: 94773007 Judge Man: 30113682 Just Desserts: 24068492 Kagemusha of the Blue Flame: 15401633 Kageningen: 80600490 Kairyu-Shin: 76634149 Kaiser Dragon: 94566432 Kamakiriman: 68928540 Kaminari Attack: 09653271 Kaminarikozou: 15510988 Kamionwizard: 41544074 Kanikabuto: 84103702 Karate Man: 23289281 Karbonala Warrior: 54541900 Kattapillar: 81179446 Key Mace #2: 20541432 Killer Needle: 88979991 King Fog: 84686841 King of Yamimakai: 69455834 Kiseitai: 04266839 Kojikocy: 01184620 Kotodama: 19406822 Koumori Dragon: 67724379 Krokodilus: 76512652 Kumootoko: 56283725 Kunai with Chain: 37390589 Kurama: 85705804 Kuriboh: 40640057 Kwagar Hercules: 95144193 La Jinn the Mystical Genie of the Lamp: 97590747 Labyrinth Tank: 99551425 Lady of Faith: 17358176 LaLa Li-oon: 09430387 Larvae: 94675535 Laser Cannon Armor: 77007920 Last Day of Witch: 90330453 Last Will: 85602018 Laughing Flower: 42591472 Launcher Spider: 87322377 Lava Battleguard: 20394040 Left Arm of the Forbidden One: 07902349 Left Leg of the Forbidden One: 44519536 Legendary Sword: 61854111 Leghul: 12472242 Leogun: 10538007 Lesser Dragon: 55444629 Light of Intervention: 62867251 Lightforce Sword: 49587034 Liquid Beast: 93108297 Little Chimera: 68658728 Little D: 42625254 Lord of D: 17985575 Lord of the Lamp: 99510761

Lord of Zemia: 81618817 Luminous Spark: 81777047 Lunar Queen Elzaim: 62210247 Mabarrel: 98795934 Machine Conversion Factory: 25769732 Machine King: 46700124 Magic Jammer: 77414722 Magic Thorn: 53119267 Magical Ghost: 46474915 Magical Hats: 81210420 Magical Labyrinth: 64389297 Magic-Arm Shield: 96008713 Magician of Faith: 31560081 Maha Vailo: 93013676 Maiden of the Moonlight: 79629370 Major Riot: 09074847 Malevolent Nuzzler: 99597615 Mammoth Graveyard: 40374923 Man Eater: 93553943 Man-Eater Bug: 54652250 Man-Eating Black Shark: 80727036 Man-Eating Plant: 49127943 Man-Eating Treasure Chest: 13723605 Manga Ryu-Ran: 38369349 Marine Beast: 29929832 Masaki the Legendary Swordsman: 44287299 4428/299
Mask of Darkness: 28933734
Masked Sorcerer: 10189126
Master & Expert: 75499502
Mavelus: 59036972
Mechanical Snail: 34442949
Mechanical Spider: 45688586
Mashanied Chaeser 27367741 Mechanical Chaser: 07359741 Meda Bat: 76211194 Mega Thunderball: 21817254 Megamorph: 22046459 Megazowler: 75390004 Meotoko: 53832650 Mesmeric Control: 48642904 Messenger of Peace: 44656491 Metal Detector: 75646520 Metal Dragon: 09293977 Metal Fish: 55998462 Metal Guardian: 68339286 Metalmorph: 68540058 Metalzoa: 50705071 Millennium Golem: 47986555 Millennium Shield: 32012841 Milus Radiant: 07489323 Minomushi Warrior: 46864967 Mirror Force: 44095762 Mirror Wall: 22359980 Misairuzame: 33178416 Molten Destruction: 19384334 Monster Egg: 36121917 Monster Eye: 84133008 Monster Reborn: 83764718 Monster Tamer: 97612389 Monstrous Bird: 35712107 Moon Envoy: 45909477 Mooyan Curry: 58074572 Morinphen: 55784832 Morphing Jar: 33508719 Morphing Jar #2: 79106360 Mother Grizzly: 57838750 Mountain: 50913601 Mountain Warrior: 04931562 Mr. Volcano: 31477025 Muka Muka: 4665733 Mushroom Man: 14181608 Mushroom Man #2: 93900406 Musician King: 56907389 M-Warrior #1: 56342351 M-Warrior #2: 92731455 Mysterious Puppeteer: 54098121 Mystic Horseman: 68516705 Mystic Lamp: 98049915 Mystic Plasma Zone: 18161786 Mystic Probe: 49251811 Mystic Tomato: 83011277 Mystical Capture Chain: 63515678 Mystical Elf: 15025844 Mystical Moon: 36607978 Mystical Sand: 32751480 Mystical Sheep #1: 30451366 Mystical Sheep #2: 83464209 Mystical Space Typhoon: 05318639 Needle Ball: 94230224 Needle Worm: 81843628 Negate Attack: 14315573 Nekogal #1: 01761063 Nekogal #2: 43352213 Nemuriko: 90963488 Neo the Magic Swordsman:

Harpie's Feather Duster: 18144506

50930991 Nimble Momonga: 22567609 Niwatori: 07805359 Nobleman of Crossout: 71044499 Nobleman of Extermination: 17449108 Numinous Healer: 02130625 Octoberser: 74637266 Ocubeam: 86088138 Ogre of the Black Shadow: 45121025 One-Eyed Shield Dragon: 33064647 Ooguchi: 58861941 Ookazi: 19523799 Orion the Battle King: 02971090 Oscillo Hero: 82065276 Oscillo Hero #2: 27324313 Painful Choice: 74191942 Pale Beast: 21263083 Panther Warrior: 42035044 Paralyzing Potion: 50152549 Parasite Paracide: 27911549 Parrot Dragon: 62762898 Patrol Robo: 76775123 Peacock: 20624263 Pendulum Machine: 24433920 Penguin Knight: 36039163 Penguin Soldier: 93920745 Petit Angel: 38142739 Petit Dragon: 75356564 Petit Moth: 58192742 Polymerization: 24094653 Pot of Greed: 55144522 Power of Kaishin: 77027445 Pragtical: 33691040 Premature Burial: 70828912 Prevent Rat: 00549481 Princess of Tsurugi: 51371017 Prisman: 80234301 Prohibition: 43711255 Protector of the Throne: 10071456 Psychic Kappa: 07892180 Pumpking the King of Ghosts: 29155212 Punished Eagle: 74703140 Queen Bird: 73081602 Queen of Autumn Leaves: 04179849 Queen's Double: 05901497 Raigeki: 12580477 Raimei: 56260110 Rainbow Flower: 21347810 Raise Body Heat: 51267887 Rare Fish: 80516007 Ray & Temperature: 85309439 Reaper of the Cards: 33066139 Red Archery Girl: 65570596 Red Medicine: 38199696 Red-Eyes Black Dragon: 74677422 Red-Eyes Black Metal Dragon: 64335804 Reinforcements: 17814387 Relinquished: 64631466 Remove Trap: 51482758 Respect Play 08951260 Restructer Revolution: 99518961 Reverse Trap: 77622396 Rhaimundos of the Red Sword: 62403074 Right Arm of the Forbidden One: 70903634 Right Leg of the Forbidden One: 0812492 Ring of Magnetism: 20436034 Riryoku: 34016756 Rising Air Current: 45778932 Roaring Ocean Snake: 19066538 Robbin' Goblin: 88279736 Rock Ogre Grotto #1: 68846917 Rogue Doll: 91939608 Root Water: 39004808 Rose Spectre of Dunn: 32485271 Royal Decree: 51452091 Royal Guard: 39239728 Rude Kaiser: 26378150 Rush Recklessly: 70046172 Ryu-Kishin: 15303296 Ryu-Kishin Powered: 24611934 Ryu-Ran: 02964201 Saber Slasher: 73911410 Saggi the Dark Clown: 66602787 Salamandra: 32268901 Sand Stone: 73051941 Sangan: 26202165 Sea Kamen: 71746462 Sea King Dragon: 23659124 Seal of the Ancients: 97809599 Sebek's Blessing: 22537443 Sectarian of Secrets: 15507080

Seniu of the Thousand Hands

23401839 Seven Tools of the Bandit: 03819470 Shadow Specter: 40575313 Share the Pain: 56830749 Shield & Sword: 52097679 Shining Fairy: 95956346 Shovel Crusher: 71950093 Silver Bow and Arrow: 01557499 Silver Fang: 90357090 Sinister Serpent: 08131171 Skelengel: 60694662 Skelgon: 32355828 Skull Dice: 00126218 Skull Red Bird: 10202894 Skull Servant: 32274490 Skull Stalker: 54844990 Skullbird: 08327462 Sleeping Lion: 40200834 Slot Machine: 03797883 Snake Fang: 00596051 Snakeyashi: 29802344 Snatch Steal: 45986603 Sogen: 86318356 Solemn Judgment: 41420027 Solitude: 84794011 Solomon's Lawbook: 23471572 Sonic Bird: 57617178 Sonic Maid: 38942059 Soul Hunter: 72869010 Soul of the Pure: 47852924 Soul Release: 05758500 Sparks: 76103675 Spear Cretin: 58551308 Spellbinding Circle: 18807108 Spike Seadra: 85326399 Spirit of the Books: 14037717 Spirit of the Harp: 80770678 Stain Storm: 21323861 Star Boy: 08201910 Steel Ogre Grotto #1: 29172562 Steel Ogre Grotto #2: 90908427 Steel Scorpion: 13599884 Steel Shell: 02370081 Stim-Pack: 83225447 Stone Armadiller: 63432835 Stone Ogre Grotto: 15023985 Stop Defense: 63102017 Stuffed Animal: 71068263 Succubus Knight: 55291359 Summoned Skull: 70781052 Supporter in the Shadows: 41422426 Swamp Battleguard: 40453765 Sword Arm of Dragon: 13069066 Sword of Dark Destruction: 37120512 Sword of Deep-Seated: 98495314 Sword of Dragon's Soul: 61405855 Swords of Revealing Light: 72302403 Swordsman from a Foreign Land: 85255550 Swordstalker: 50005633 Tailor of the Fickle: 43641473 Tainted Wisdom: 28725004 Takriminos: 44073668 Takuhee: 03170832 Tao the Chanter: 46247516 Temple of Skulls: 00732302 Tenderness: 57935140 Terra the Terrible: 63308047 The 13th Grave: 00032864 The Bewitching Phantom Thief: 24348204 The Bistro Butcher: 71107816 The Cheerful Coffin: 41142615 The Drdek: 08944575 The Eye of Truth: 34694160 The Flute of Summoning Dragon: 43973174 The Forceful Sentry: 42829885 The Furious Sea King: 18710707 The Immortal of Thunder: 84926738 The Inexperienced Spy: 81820689 The Little Swordsman of Aile: 25109950 The Regulation of Tribe: 00296499 The Reliable Guardian: 16430187 The Shallow Grave: 43434803 The Snake Hair: 29491031 The Stern Mystic: 87557188 The Thing That Hides in the Mud: The Unhappy Maiden: 51275027 The Wandering Doomed: 93788854 The Wicked Worm Beast: 06285791 Three-Headed Geedo: 78423643 Three-Legged Zombies: 33734439 Thunder Dragon: 31786629

Time Seal: 35316708 Time Wizard: 71625222 Toad Master: 62671448 Togex: 33878931 Tomozaurus: 46457856 Tongyo: 69572024 Toon Alligator: 59383041 Toon Mermaid: 65458948 Toon Summoned Skull: 91842653 Toon World: 15259703 Torike: 80813021 Total Defense Shogun: 75372290 Trakadon: 42348802 Trap Hole: 04206964 Trap Master: 46461247 Trent: 78780140 Trial of Nightmare: 77827521 Tribute to The Doomed: 79759861 Tripwire Beast: 45042329 Turtle Tiger: 37313348 Twin Long Rods #2: 29692206 Twin-Headed Fire Dragon: 78984772 Twin-Headed Thunder Dragon 54752875 Two-Headed King Rex: 94119974 Two-Mouth Darkruler: 57305373 Two-Pronged Attack: 83887306 Tyhone: 72842870 Tyhone #2: 56789759 UFO Turtle: 60806437 Ultimate Offering: 80604091 Umi: 22702055 Umiiruka: 82999629 Unknown Warrior of Fiend: 97360116 Upstart Goblin: 70368879 Uraby: 01784619 Ushi Oni: 48649353 Valkyrion the Magna Warrior: 75347539 Vermillion Sparrow: 35752363 Versago the Destroyer: 50259460 Vile Germs: 39774685 Violent Rain: 94042337 Violet Crystal: 15052462 Vishwar Randi: 78556320 Vorse Raider: 14898066 Waboku: 12607053 Wall of Illusion: 13945283 Warrior Elimination: 90873992 Warrior of Tradition: 56413937 Wasteland: 23424603 Water Element: 03732747 Water Magician: 93343894 Water Omotics: 02483611 Waterdragon Fairy: 66836598 Weather Control: 37243151 Weather Report: 72053645 Whiptail Crow: 91996584 White Hole: 43487744 White Magical Hat: 15150365 Wicked Mirror: 15150371 Widespread Ruin: 77754944 Windstorm of Etaqua: 59744639 Wing Egg Elf: 98582704 Winged Cleaver: 39175982 Winged Dragon, Guardian of the Fortress #1: 87796900 Wings of Wicked Flame: 92944626 Witch of the Black Forest: 78010363 Witch's Apprentice: 80741828 Witty Phantom: 36304921 Wodan the Resident of the Forest: 42883273 Wood Remains: 17733394 World Suppression: 12253117 Wow Warrior: 69750536 Wretched Ghost of the Attic: 17238333 Yado Karu: 29380133 Yaiba Robo: 10315429 Yamatano Dragon Scroll: 76704943 Yami: 59197169 Yaranzo: 71280811 Zanki: 30090452 Zoa: 24311372 Zombie Warrior: 31339260 Zone Eater: 86100785

PC

AGE OF MYTHOLOGY

Codes of Legend Press enter, and type the following codes in the field:

ATM OF FREBUS: Get 1000 Gold BAWK BAWK BOOM: Get a chicken-CHANNEL SURFING: Advance to next scenario in the campaign CONSIDER THE INTERNET: Slows DIVINE INTERVENTION: Refreshes a previously used god power FEAR THE FORAGE: Gives you the power of a walking berry bush GOATUNHEIM: Grants you god power that turns all units to goats I WANT TEH MONKEYS!!!1!: Summons a gang of monkeys IN DARKEST NIGHT: Changes time of day to night ISIS HEAR MY PLEA: Summon heroes JUNK FOOD NIGHT: Get 1,000 Food LAY OF THE LAND: Reveal Map L33T SUPA H4X0R: Fast build MOUNT OLYMPUS: Full favor O CANADA: Summon a laser bear PANDORAS BOX: Get random god RED TIDE: Makes the water red SET ASCENDANT: Shows all the THRILL OF VICTORY: Win game
TINES OF POWER: Summon a forkboy TROJAN HORSE FOR SALE: Get UNCERTAINTY AND DOUBT: Hide WRATH OF THE GODS: Grants you Lightning Storm, Earthquake, Meteor, and Tornado god powers WUV WOO: Summon a flying purple HITMAN 2: THE SILENT ASSASSIN **Murderous Codes** Enter into the following into the Hitman2.ini file: EnableCheats 1

Then, from gameplay, type in the following lines: IOISLO: Slow motion mode On/Off IOIER: Bomb mode On/Off IOIHITLEIF: Full health IOIHITALI: Ali mode On/Off IOILEPOW: Lethalcharge mode On/Off IOIGRV: Gravity On/Off IOINGUN: Nailgun mode On/Off IOIPOWER: Megaforce IOIGIVES: All weapons and items

NEVERWINTER NIGHTS

IOIRULEZ: Godmode On/Off

To enter these codes, you need to open the nwn.ini file in the game's directory and add the following line to Game Options: Debug Mode=1 Once you do this, you can access the command console from within the game by hitting the tilde (~) key. In the console field, type in DebugMode1 to enable cheats You can now access the console by pressing the tilde (~) key, and type in DebugMode1 to enable cheats.

Up Strength: SetSTR NUMBER (example: SetSTR 18) Up Dexterity: SetDEX NUMBER Up Constitution: SetCON NUMBER Up Intelligence: SetINT NUMBER Up Wisdom: SetWIS NUMBER Up Charisma: SetCHA NUMBER God mode: dm_god Tiny horse: dm_mylittlepor Get gold: dm_givegold NUMBER Get XP: GiveXP NUMBER Un level: Getlevel NUMBER

NO ONE LIVE FOREVER 2: A SPY IN H.A.R.M.'S WAY

Menu Cheats

Hit T to access the cheats console during gameplay, and enter the following codes Full armor: armor God mode: god

Full health: health Full ammo: ammo Get Skillpoints: skillz All weapons: guns Invisibility: poltergeist Level skip: maphole View position: pos View version number: build Scope and zoom mode: mods Spawn snowmobile: rosebud Bigger blasts: baddaboom

RETURN TO CASTLE WOLFENSTEIN

Get Your Codes on

To access these codes, you have to create a special shortcut of the game's executable on your desktop. Right-click it and select Properties, then add the following to the target line: + set sv_cheats 1. Click OK, then start the game using the desktop shortcut.
While playing, hit the tilde (-) key, and enter the following cheats: Commit suicide: /kill Enemies won't attack: /notarget God mode: /god Get all weapons: /give all Get full armor: /give armor Get full health: /give health Get full stamina: /give stamina Get unlimited stamina: /nofatigue Old-school Wolfenstein interface: /cg_uselessnostalgia 1 Walk through wall: /noclip

Level Skipping
Start the game with the alternate shortcut, and hit the tilde (~) key. In the cheat console, enter the following line: /spdevmap MAPNAME. Here are the list of

escape 1 escape2 tram village 1 village2 crypt1 crypt2 church boss 1 forest rocket dam chateau dark dig castle end beach village boss2 rocket baseout assault factory trainyard norway xlabs wine wine2

WARCRAFT III

wine3

Tricks of the Gods

Press enter, and type the following codes into the field. If you've done so correctly, "Cheat Enabled" will appear onscreen Fast build: warpten Die faster: iocainepowder Get gold: keysersoze AMOUNT (example: keysersoze 10000) Get lumber: leafittome AMOUNT (example: leafittome 10000) Cannot win: itvexesme Change to day: riseandshine Change to night: lightsout Upgrade all gear one level: Disable tech tree: synergy

Tiger Axe: 49791927

Time Machine: 80987696



TESTER'S CORNER

Command & Conquer: Generals - Online Tips



- As China, drop cluster mines at choke points on the map you know that your opponent must go to. He will then run his tanks over the mines and all his tanks will be destroyed.
- When playing the GLA against China, disguise bomb trucks as supply trucks and have them hang out by the supply depot. When you need a distraction, KABOOM!
- Place a USA Spy Drone in your own base. That way, any enemy stealth units will be revealed...bye-bye, Black Lotus!
- In a large group of USA vehicles, purchase scout drones only for one or two vehicles, and put battle drones on the rest of them. Those one or two scout drones can cover for the whole group, whereas every additional battle drone is an
- First, make sure you have a GLA Rebel Ambush ready. Then have Jarmen Kell snipe a few vehicles. Immediately use the ambush right next to the tanks, and hop in!
- For Chinese defense, a mix of overlords, propaganda towers, Gatling guns, and bunkers
- (All sides) When playing on a map with supply depots near buildings, garrison four of the surrounding buildings with rocket troops.







Level select: motherland RACE LEVEL I (example: orc 03) Remove food limit: pointbreak Can't lose: strengthandhonor Get all research: who is iohngalt Unlimited mana: thereisnospoon Reveal map: Iseedeadpeople Invincible, one-hit killing units: whosvourdaddy

PSONE

ARMORED CORE: PROJECT PHANTASMA

Fixed Camera

Press and hold Circle+X simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view just pause and unpause the game one more time

Cockpit View

Press and hold Triangle+Square simultaneously. While doing this, press START. Press START again to unpause the game. The camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time

Change Pilot's Name

With A.C. Name Entry highlighted, press and hold SELECT. Then press the X button. You will now be able to change your originally registered

Emblem as Raven's Nest Wallpaper

While in Edit Emblem, press and hold the L1 and R1 buttons and then press SELECT. The selected emblem will be tiled over the background.

ARMY MEN 3D Button Codes

After you have started the mission, press the START button to bring up the pause screen. These codes must be put in within about two seconds

Make Sarge Invincible

Hold Square, Circle, L1, L1+L2

All Weapons

Hold Square, Circle, R1, L1, R1+R2 (simultaneously).

BUST A GROOVE

Dance Preview

Finish the game under the Normal difficulty setting with any character and you'll open the Dance View on the Main Menu screen. You will be able to view dance moves mess with camera angles, and other stuff with any of the characters who completed the game. Make sure you save!

Alternate Costumes

Highlight a character from the Player Select screen, hold SELECT, and press X. You'll get that character's

Play as Capoeira

sh the game under the Normal difficulty level with any character. Now you can choose Capoeira.

Play as Robo-Z

Finish the game under the Normal difficulty level with any character, after you acquire Capoeira

Play as Burger Dog

Finish the game under the Normal difficulty level with Hamm, after

acquiring Robo-Z. Play as Columbo (The Mouse)

Finish the game under the Normal difficulty setting with Shorty after acquiring Robo-Z. Now you will be

GAMENOW

able to access all the bidden characters in single- or two-player

BUST-A-MOVE 4

Button Codes

Enter these codes quickly at the Title screen while the words Press Start

More Puzzles

At the Title screen, press Triangle, Left, Right, Left, Triangle, You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu choose Puzzle and then pick Arcade. Choose your difficulty level and then you'll be able to play a plethora of

All Characters

Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm

Tarot Reading

Up, Triangle, Down, Triangle, Up (this opens in the Option menu). You will hear a cheering sound to confirm that

Talk Demonstration

Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down Square. You must first put in the All Characters and Tarot Reading, for this to work. You will hear a cheering sound to confirm that it worked.

CASTLEVANIA: **CHRONICLES**

Extra Option

On the Title screen (with Original and Arrange mode), press Up, Up, Down, Down, Left, Right, Left, Right, Circle, X. This will bring you to the Extra Option screen, where you will be

able to choose a Trim or Normal screen. The Trim option will put your life bar, score, etc. in a black bar on the top of the screen, instead of overlaying it into the background.

CRASH TEAM RACING

Button Codes

On the Main Menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when they've been entered correctly.

Unlock Komodo Joe

Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except

Unlock Papu Papu

Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down, You can play as Papu Papu in any mode excent Adventure

Unlock Pinstripe

Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except

More Tracks

Right, Right, Left, Triangle, Right,

Invisible Racer (only wheels)

Super Turbo Pads riangle, Right, Right, Circle, Left

Scrapbook Option Up, Up, Down, Right, Right, Left, Right Triangle Right

Unlimited Tricks

After entering one of these next tricks, you will have to reset the game to get a different unlimited

Unlimited Wumpa Fruit Down, Right, Right, Down, Down

Unlimited Bombs

Triangle, Right, Down, Right, Up,

Unlimited Masks

Left, Triangle, Right, Left, Circle, Right Down Down

Unlock a New Racer

On the Main Menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now, choose Time Trial. Arcade, VS., or Battle. On the player selection screen, you will see a new character at the bottom called "Penta Penguin." This character is now ready to race in any of the modes except Adventure mode.

Button Codes

At Main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure)

Ripper Roo

Right, Circle, Circle, Down, Up, Down, Right

N. Trophy

Down, Left, Right, Up, Down, Right,

DANCE DANCE REVOLUTION

Hidden Characters

On the Character Select screen press Up or Down on the dance pad (or control pad). This will give you a new row of characters to choose from, such as Disco, Disk: A, and Dread Snake, Press Left or Right to scroll through the new choices

DRAGON BALL GT

These tricks only work in the twoplayer and Training modes.

Wire Frame

Have both players decide on the characters they want. To choose them, hold SELECT and then press X. When you go into the battle, both characters will be wire-framed!

Alternative Outfits

Have both players decide on the characters they want. To choose them, press Square+X+Circle simultaneously. You will begin your battle with new clothes.

EINHÄNDER

Default Gunpod Weapons

Here is a method for you to begin the game with Gunpod weapons. First, get to a point in the game where you can get some gunpod weapons. Next, you must intentionally die and use up all of your lives. On the Continue Screen 2, let the counter go to zero and the Game Over screen will appear. When the Title screen appears, select Game Start, After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weaponseven if you die!

FEAR EFFECT

Button Codes
Press START on the Title screen, then go to the Options screen. From there, access the Credits option. On the Credits screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if

999 Ammunition

1, Triangle, Up, Down, Circle, Circle, Square, Left, Triangle

Unlimited Health

1, Triangle, Up, Down, Circle, Circle, Triangle Square Right Square

One-Hit Kills with Firearms

L1, Triangle, Up. Down, Circle, Circle Triangle, Square, Down, R1

Suicide Mode (NPCs are stronger)

Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right

FEAR EFFECT 2: RETRO HELIX

Number Codes

To do these tricks, you must beat the game at least once. Then, begin a new game and wait until the cinema ends. After Rain goes into the next room, move Hana forward until the view changes. You will see a control panel on the left side of the screen. Move up to the panel until you see the Use command appear. Press the Triangle button to access the panel. Once you do this, enter one of the following number codes to initiate

Huge Head

Every Weapon

Infinite Ammo

FINAL FANTASY TACTICS

Get Cloud in Your Party

This trick starts in Chapter 4, which is fairly far into the game. In Machinery City, you will find an ancient robot. Even though you can't activate the robot, it is important, so be sure to remember it. After getting the robot, go to the Royal Capital and enter the bar. Ask for some information: you should learn about the Saint Dragon and a hunter will ask to join your party. Recruit him and go to the Mining City. When you get there, help the Saint Dragon. You should be able to get the Aquarius Zodiac Stone there. Take the Stone

back to Machinery City and use it on the robot. Once it becomes functional, leave. On your way out, you should find another machine. You can't do anything with it just yet, but make sure to hold onto it. Leave the city and head for Nerubes Temple After fighting Worker No. 7, the Saint Dragon will transform into a young girl and you will get the Cancer Zodiac Stone Head back to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It will bring Cloud back from the future and he will join you Now find Aeris in one of the nearby towns and buy some flowers from her. She'll be attacked and Cloud will rush to the rescue. At the end of all this, Cloud will officially join your party.

GRAND THEFT AUTO: DIRECTOR'S CUT **Ultimate Cheat**

Go to the Player Selection screen and choose to rename your character with the Square button. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now, you will get all levels, weapons, ammo, 9,999,990 points, no cops, armor, coordinates, and 99

GRAND THEFT AUTO 2

Player Name Codes

From the Main menu, access Play and then Player Name. Enter the name of your player as one of these odes for the results shown

No Police

10,000,000 Points

Multiplier x5

All Weapons Unlimited Energy

Most Wanted

(Your "wanted" level is maxed out. Everyone will be after you.)

Level Select

When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your

LEGACY OF KAIN: SOUL REAVER

Button Codes

Refill Health

Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health

Hold L1 and press Right, X, Left, Triangle, Up, Down.

Maximum Health Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic

Hold L1 and press Right, Right, Left, Triangle, Right, Down

Maximum Magic Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers

Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.

Wall Climbing

Hold L1 and press Triangle, Down, L2, Right, Up, Down. Hurt Raziel

Hold L1 and press Left, Circle, Up, Up. Down. Force

Hold L1 and press Left, Right, Circle, Left, Right, Left. Constrict

Hold L1 and press Down, Up, Right, Right Circle Up. Up. Down.

Force Glyph

Hold L1 and press Down, Left, Triangle, Down, Up.

Stone Glyph

Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.

Sound Glyph

Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.

Water Glyph Hold L1 and press Down, Circle, Up, Down, Right.

Fire Glyph

Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.

Sunlight Glyph

Hold L1 and press Left, Circle, Left, Right, Right, Up. Up. Left.

Shift at Any Time

Hold L1 and press Up, Up, Down Right, Right, Left, Circle, Right, Left,

MEDAL OF HONOR

Machine Codes

Each of these codes will make the Enigma flash green to confirm correct

Captain Dye Mode

Go to the Enigma machine before starting a new game. Enter While this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will characters by winning the game's

Nifty Multiplayer Power-ups

Go to the Enigma machine before starting a new game. Enter Multiplayer Powerups," Using this code adds an entirely new dimension to the multiplayer gan

American Movie Mode

Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie mode. With this code, the Germans will speak to you in English (much like a terrible American

Unlock Col Müller

Go to the Enigma machine before starting a new game. Enter RIGEATMAN This unlocks the

Machine Codes

From the options, choose Password and enter any of these codes into the

Unlimited Ammo

4x Firing Rate

Reflecting Shots

Unlock William Shakespeare in Multiplayer

Unlock Winston Churchill in Multiplayer

Unlock the Raptor in Multiplayer

Machine Codes

From the Options screen, choose Password, then enter any of these codes into the Enigma Machine (These codes work in Multiplayer mode.) Codes for Multiplayer mode:

Unlock Wolfgang

Unlock Bismarck

Unlock Otto

Unlock Noah

Unlock Von Braun

Codes Unlocked on the

Gallery Screen Unlock the Making of Level 1 (History)

Unlock the Making of Level 2 (History)

Unlock the Making of Level 3 (History)

Unlock the Making of Level 4 (History)

Unlock the Making of Level 5 (History)

Unlock the Making of Level 6 and 7 (History)

Unlock the Making of Level 8 (History)

Pictures of the Development Team

DWIMOHTEAM

Secret Photo Gallery of Staff

L. Henson Picture

A. Jones Picture

Mission Log Codes

For the next two codes, load a saved name, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options

Audie Murphy Mode (Invincibility)

Wire Frames

MEDAL OF HONOR UNDERGROUND

Password Codes

From the Main Menu screen, choose the ontions. Access the Passwords. screen and put in these codes for the results shown. Once these passwords are in, choose Secret Codes from the options screen to activate them. The codes will work in the levels you've already completed.

Invincibility

Quadruple Firing Rate

Bouncing Bullets

Podoski Mode (One-hit kills for enemies and you)

Wacky Taxi (one minute to kill each enemy you come

Ultimate Cheat

First, put in ENTREZVOUS and press the Send key. Enter the Password screen again, enter PORTECLEFS as your code, and press Send Everything will now be opened on

Cartoon Sketch Pictures

Dreamworks Pictures Team Pictures

Panzerknacker Unleashed

Mission

From the Main Menu screen, choose the options. Access the Passwords screen, put in ENTREZVOUS and press the Send key. Enter the

Password screen again, put in LEMONSTRE for the code and press the Send key. Now, go to the Save, Load, and Records screen and access the Mission Log. You will see the available on the bottom of the

MEGA MAN X5

Button Codes

Enter these codes on the character select screen. You'll hear a sound if the code was entered correctly.

Ultimate Armor for X

Highlight Mega Man X and press Up, Up, Down, Down, Down, Down, Down Down Down Down Down Ultimate Armor for Zero

Highlight Zero and press D Down, Up. Up. Up. Up. Up. Up. Up.

MEDIEVIL II Cheats Menu

Press START to pause the game, then press and hold the L2 button. While Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left Left, Triangle, Right, Circle, Left, Left, Cheats will appear at the bottom of the Pause menu. Access this new option to receive Complete Level Invulnerability, Danhand Ability, All

Levels Open, and Head Size. You'll

ODDWORLD: ABE'S **EXODDUS**

money, and weapons!

Level Select
At the Main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs At the Main menu, hold R1, then press Up, Down, Left, Right, Square Circle, Triangle, Circle, Square, Circle Up, Down, Left, Right,

Invincibility

While playing a game, hold R1, then press Circle, Triangle, Square, X, Jown, Down, Down, Circle, Triangle,

Next Section Warp During the game, hold the R1 button and press Circle, Circle, X, X, Square Square This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Note: Skipping sections of of saved Mudokons in the game!

R-TYPE DELTA

Button Codes

To maximize your weapons at any time during the game, press START to pause and then hold the L2 button. Now, enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force Power followed by any of the power-up codes.

All Force Power

Left, Right, Up, Down, Right, Left, Up, Down, Triangle

Red Power-Up

Left, Right, Up, Down, Right, Left, Up, Blue Power-Up

Left, Right, Up, Down, Right, Left, Up,

Yellow Power-Up Left, Right, Up, Down, Right, Left, Up, Down, Circle

Level Select

WWW.GAMENOWMAG.COM

Use the bombs more than 10,000

9 Credits: Gain more than three hours

Free Play Mode

Gain more than six hours of

Power Armor

Beat the game on Human or a higher difficulty setting, or play the game more than 100 times

Level Select Highlight either the R-Type or R-Type options at the Title screen. Quickly R2, R2, R2. Begin gameplay and press START to access the Stage elect and FMV sequences with the menu options. Choose your stage

Slow Down Ship

Pause gameplay in R-Type or R-Type I. Hold L2 and press Right, Up, Right, Jp, Down, Left, Down, Left, X.

Speed Up Ship

ause gameplay in R-Type or R-Type Hold L2 and press Right, Up, Right Jp, Down, Left, Down, Left, Circle

STREET FIGHTER ALPHA 3 **Battle Shin Akuma**

You must first open up Final Battle mode by beating the game on difficulty 7 or 8. Once you do this. select Final Battle mode from the Main Menu screen. On the Character Select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the VS. screen appears. You will then see Shin Akuma. Now, your Final Battle fight will be with Shin Akuma instead of M Risonl

TENCHU: STEALTH ASSASSINS

Debug Menu While playing the game, press the START button to pause. While the game is paused, hold L1+R2. While holding L1 and R2 press Up, Triangle, Down, X, Left, Square, Right, Circle. Next, release L1 and R2, and then press L1, R1, L2 and R2. Now, press START and immediately press L2+R2. at the same time. If you do this correctly, a blue screen will appear Charged Items, Layout Enemy, etc.,

TENCHU 2: BIRTH OF THE STEALTH ASSASSINS

will become available.

Unlock Every Stage From the Stage Select screen, hold Square+Circle+Select. While holding these buttons, press Right, Right,

Right, Up, Left, Down, R2 Unlock All Items

On the "Items" screen, press Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right,

Increase All Inventory Items

by 1 On the Items screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of

Regain Energy

use the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

Unlock Tatsumaru

From the Stage Select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, SELECT



Creative endeavors! Blatherings! Other fun stuff!

TOP 10 MOVIE-BASED GAMES

Sure, most games based on movies suck, but we found a few winners

GOLDENEYE-N64

What can we say? It's GoldenEye. If you ask someone to name a great movie-based game, more often than not, this is the first title they name.



SPIDER-MAN-XBOX, GC, PS2

This game went beyond the film by adding new characters and side-adventures without losing the premise of the great PlayStation original.



THE LORD OF THE RINGS: THE TWO TOWERS—PS2



ROBOCOP—ARCADE

Voice clips from the movie, great graphics, and pure shoot-'em-up goodness made us waste a ton of tokens on this one.



STAR WARS—ARCADE

Back in 1983, there was nothing cooler than blowing up the Death Star and hearing Obi-Wan remind you "the Force will be with you...always."



SUPER STAR WARS—SNES

All three classic Star Wars films were converted to tough-as-nails SNES games. The original one is still our favorite, though.



ALADDIN—GENESIS

With fluid animation that rivaled the film, catchy tunes, and well thought-out level design, this is one of the best Genesis games ever made.



HOOK—SEGA CD

Sure, the movie sucked, but Hook for Sega CD is a surprisingly good action game, made even better by John Williams' movie score.



TRON-ARCADE

The collection of minigames based on the classic Disney movie was one of the first movie-based games ever. It's still one of our favorites.



BATMAN—GENESIS

A popular import before it shipped in the U.S., this Final Fight-style game perfectly captures the feel of the original Tim Burton film.

GameNOW tells you what to like



Old games that stink it up!

DARKMAN (NES) - 1991

packed, and has one of the best one-liners in movie history (we can't print it a stuffed elephant).

Darkman the game,
however, is not great.

Combine ugly graphics
(even for NES) with awful another lame movie-to-videogame dud. About the

about *Darkman* is that it has some hilarious cinema sequences. In an effort to stay true to the film, there are ample plot descriptions images of actors' heads, clocks, blinking eyes, and whatnot. Weird. And we love the "Game Over" weeping Darkman. Don't cry, Liam! We love you!



■ RECORDERS As in, the wind instrument. Miguel has one at the office that he uses to annoy Nicole on a

secrets. Let's see more, companies! We love unlockables!

SECRETS IN

VIDEOGAMES

Games like Panzer Dragoon Orta and Mortal Kombat: Deadly

Alliance have raised the bar when it comes to hidden

■ BUDGET PS1 GAMES Now that the system is pretty much dead, tons of cheapo games are being released. If you love making fun of cheesy games, this is a new golden age.

■ GAMECUBE GBA PLAYER

This adapter rules! It's about time Nintendo released something like this.

■ THQ'S REMAKES OF CLASSIC SEGA GAMES

As much as we wanted to love the new, handheld Revenge of Shinobi and Altered Beast, we just can't.

■ TREASURE PLANET We really loved Disney's last movie, Lilo & Stitch, but Treasure Planet is just bad.

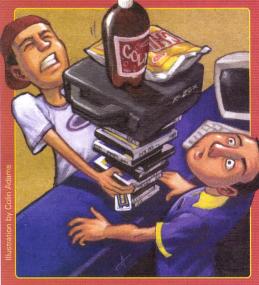
■ WAITING FOR ZELDA

The new Zelda game for GameCube has been out for a while now in Japan. Why must we continue to wait? Why?!

■ MICHAEL JACKSON'S NOSE Oh. My. God. Proof that too much money and fame are not all good. Check out http://anomalies-unlimited .com/Jackson.html.

GAMENOW

We've discovered many types of gamers out in the wild. Which one are you?



RENTAL GAMER

Mainstream System(s) of Choice:

Rented GameCube, PS2, or Xbox Hardcore System(s) of Choice: His own GameCube, PS2, or Xbox

Blockbuster

His brother, who owns a game-rental shop

Fiercest Enemy:

The guy who banned him from Hollywood Video Mating Call:

"So, these are due back next week?"

Diet:

2-liter sodas and bags of Doritos bought from Blockbuster Fondest Memory:

Receiving a Games Freedom Pass

for his birthday **Evolves Into**:

A Blockbuster employee

Being let back into Hollywood Video

Rarity:

Common

Brought to you by: Phillip Lippi

FIND 'EM ALL!!

Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll enter it into our Gamerdex for posterity. Send all entries to game_now@ziffdavis.com with the subject line, "Gamerdex."

GAMING EVOLUTION

Games and characters that have endured through time

THE LORD OF THE RINGS (1983-PRESENT)

IN THE BEGINNING

Lord of the Rings: Journey to Rivendell (1983 prototype)
The first Lord of the Rings game for a console system was never actually released. This Atari 2600 game (which covers only the first part of the book) by Parker Brothers exists only as a prototype. Pretty crudelooking, huh?

GROWING PAINS

The Lord of the Rings—Volume 1 (1994)

Long before LotR mania swept the country, Interplay released this action/adventure game for the Super NES. Unfortunately, it wasn't very good. The tiny characters and boring gameplay couldn't compete with Zelda.

CURRENT SUCCESS

The Lord of the Rings: The Two Towers (2002)

EA's game based on the latest *LotR* movie is terrific fun. It perfectly blends the fantastic film with solid gameplay to create the best *Rings* game yet. Check out the screen from the Atari 2600 game, and see what a difference 20 years makes.







MOST EMBARRASSING MOMENTS

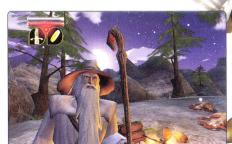
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The Lord of the Rings: The Fellowship of the Ring (2002) and The Lord of the Rings (1978)

EA's new LotR game is good. Universal's (which is based on Tolkien's books and not the movies) isn't. That was a clever trick, Universal, trying to trick gamers into picking up your

awful game, but we're too smart for that. And if you get bored watching Peter Jackson's excellent *LotR* films, check out Ralph Bakshi's lame animated version of

Tolkien's works.
Watch as three
epic books are
crammed into one twohour and 12-minute movie. It
didn't work.





Winston Schwend Walnut Grove, MS

FAN LETTER ART

Where a little creativity and a stamp can make you famous!

Send your letter art submission to: GameNOW Letter Art, 101 Second St., 8th Floor, San Francisco, CA 94105. (Please use a #10 envelope.) All entries become the property of ZD Inc. and will not be returned. First place gets a prize!



2ND PLACE Mohammad Saeed Iselin, NJ

3RD PLACE Valentina DeConza East Stroudsburg, PA



What is the best videogame-based movie? Double Dragon 1% ı---- Final Fantasy: The Spirits Within Tomb Raider --t Month's (GameNOW message boards Super Mario Bros. on Gamers.com) 10% Mortal Kombat What's your favorite Street Fighter 1% online console game? 32% Mortal Kombat: Resident Evil --Annihilation

FAN CHALLENGE

Panzer Dragoon Orta has a ton of unlockable secrets. Seriously. The game's Pandora's Box option contains a vast, vast amount of goodies that are opened up as you play. Minigames, artwork, cinemas from past Panzer Dragoon titles, and much, much more are waiting to be found. Can you open 100 percent of Pandora's Box?

To discover every secret, you'll have to become an *Orta* master. That means beating the game on its hardest difficulty setting with an "S" ranking for every stage. Ouch! No one said it would be easy.



We set the task, you waste

Giusepe Contelli

■ Blinx lost all of his lives and went to the Animal Crossing to steal theirs?

- All of the Espers were afraid to cross the Cheese Bridge and went to the Animal
- Samus crashed in Pikmin and the Baby Metroid wanted to
- The Ugly Fairy took over all the RPGs and the RPG Maker had to catch her with an Empty Bottle?
- The FF Dancers became Moogles after being hit by Titan's Earthquake?(The Drummer & The Dancers!)
- The Eagle Head (Mario 2) at Banjo & Kazooie, and Rare started a Bomb Shop at the
- The Doom Chainsaw got in hands of Andross?
- Aero the Acrobat took over the FF Airship and used it as trapeze?
- Terra was found at the MK Mountain and woke up in a State of Emergency?
- Mr. Do did Mr. Mosquito and got hit by a flying Diskarmor?
- FF: Crystal Chronicles took place in Wario's Esper World and the Espers were all Hammer Brothers?
- Birdo killed the Duck Hunter and the Phoenix Bird did resurrect him as a Dinosaur Hunter?
- Dr. Muto went to DoA Beach Volleyball and turned into Sin?
- Sonya had to do MK Mythologies and traded her Kiss of Death for a Bomb Kart?
- The FF Opera House did battle the Auction House at the Coliseum?
- Pittall Harry fell down
 Reptile's Pit and came out as a
 Skullmonkey?
- The Thing was a finger of Glover?
- Baraka became a Darkstalker and Bald Bull replaced him in the next MK movie?
- The GTA: Vice City went to GBA and was called GTA:

 Mute City?
- Solid Snake returned as Bomb Flower?
- They made a Prince of Persia of Kingdom Hearts?
- Square and Rare were working secretly on *Halo &*
- All the Banjo Clones got a Super Tennis game of their own?
- Crazy Chase stole the Act from Actraiser and became a Hellraiser?

IOTHER STUFF

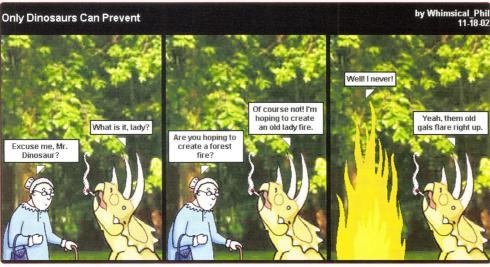
Hey! What does this have to do with games?

After a hard day of playing and writing about videogames, we at GameNOW like to unwind and do a little Internet surfing. Most recently, we came across this hi-larious site you may want to check out for yourself.

WW.STRIPCREATOR.COM

This site includes hundreds of clip-art images for you to make your own comic strip. Here's a sampling from Whimsical Phil (as in, GameNOW's very own Phil):





Grand Theft Auto: Vice City

1. No Purchase Necessary. To enter, send an e-mail to Game_Now@ziffdavis.com with the subject heading, "GTA-Vice City contest." You can also send your answer to GameNOW GTA Vice City contest, 101 Second Street, 8th Floor, San Francisco, CA 94105 (although, get real—do you really think you'll be the first with the correct answer if you use snail mail?) You must include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by March 1, 2003. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries.

per family, organization, or household per issue. 2. Prizes: The winner will receive a Grand Theft Auto: Vice City Official Soundtrack Box Set and other assorted goodies. Prize has an approximate

retail value of \$80. The first correct entry received will be declared the Winner. All prize winners will be notified by mail. Prize is nontransferable. No substitutions of prize is allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. Odds of Winning. The odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of

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6. Restrictions: Void where prohibited or

regulations apply.

7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and Rockstar Games. ©2002 Ziff Davis Media Inc. All Rights Reserved. Printed in

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REXT MONTH

A look at upcoming Ziff Davis publications



March 2003, on sale February 18

"I Summon the Unstoppable Exodia!"

Actually, the unstoppable Yu-Gi-Oh! is more like it. The anime card game is all the rage (as if you didn't know) and, well, honestly, we can't wait to get our hands on Konami's upcoming PS2 title

Yu-Gi-Oh! Duelist of the Roses. The game looks like it's going to fulfill all your Yu-Gi-Oh! fantasies; we'll fulfill more of them with strategies, tips, and tricks.

Pegasus, beware!



First Look at Zelda: The Wind Waker

Ethan recently had a chance to play the game, and he went ga-ga. So will you after you read our preview of Miyamoto's next grand opus.

- Bad Boy Racing We rev up the jam with hot tips and tricks for your favorite street racers: Burnout, Midnight Club 2, Need for Speed: Hot Pursuit 2, and Auto Modellista.
- Guide to Online Gaming Read our newbie guide to online gaming and then go kick some online arse.



Michele Kellogg-Manousos

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ON SALE FEBRUARY 4

WarCraft III: The Frozen Throne The war in Azeroth is not over! Blizzard is hard at work on the expansion pack to its blockbuster strategy game, and Computer Gaming World has the worldexclusive scoop. Don't miss it!

Also Featured:

- Asheron's Call 2
- Black & White 2
- Rise of Nations



ON SALE FEBRUARY 4

Zelda: The Wind Waker The legend returns. Link makes his GameCube debut and we dive in to see if Wind Waker is the next must-buy Cube game or just cartoony kid's stuff. If Link's look turns you off, why not peel rubber to our exclusive Driver 3 cover story to satisfy your need for misdeeds?

Also Featured:

- Hitman 2 (GameCube)
- Devil May Cry 2 (PS2)
- Xenosaga: Ep. 1 (PS2)

PlayStation



ON SALE FEBRUARY 11

Def Jam: Vendetta EA Big teams with Def Jam to bring you the hip-hoppiest wrestler ever. Starring DMX, Ludacris, Method Man, Redman, Ghostface Killah, and plenty of other Def Jam artists, Vendetta combines killer gameplay with an amazing soundtrack. Feel the flow and you're good to go.

Also Featured:

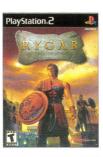
- The Getaway and Xenosaga reviews
- Latest FFX-2 screens and info
- Play ZOE2 on the demo disc!

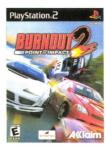
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If you bought all these games, it would cost about \$500.







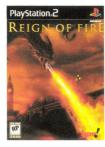
















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PlayStation

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Animated Violence Animated Blood Suggestive Themes





PlayStation_®2

PlayStation 2

